Armored Kill Primer

What's New?

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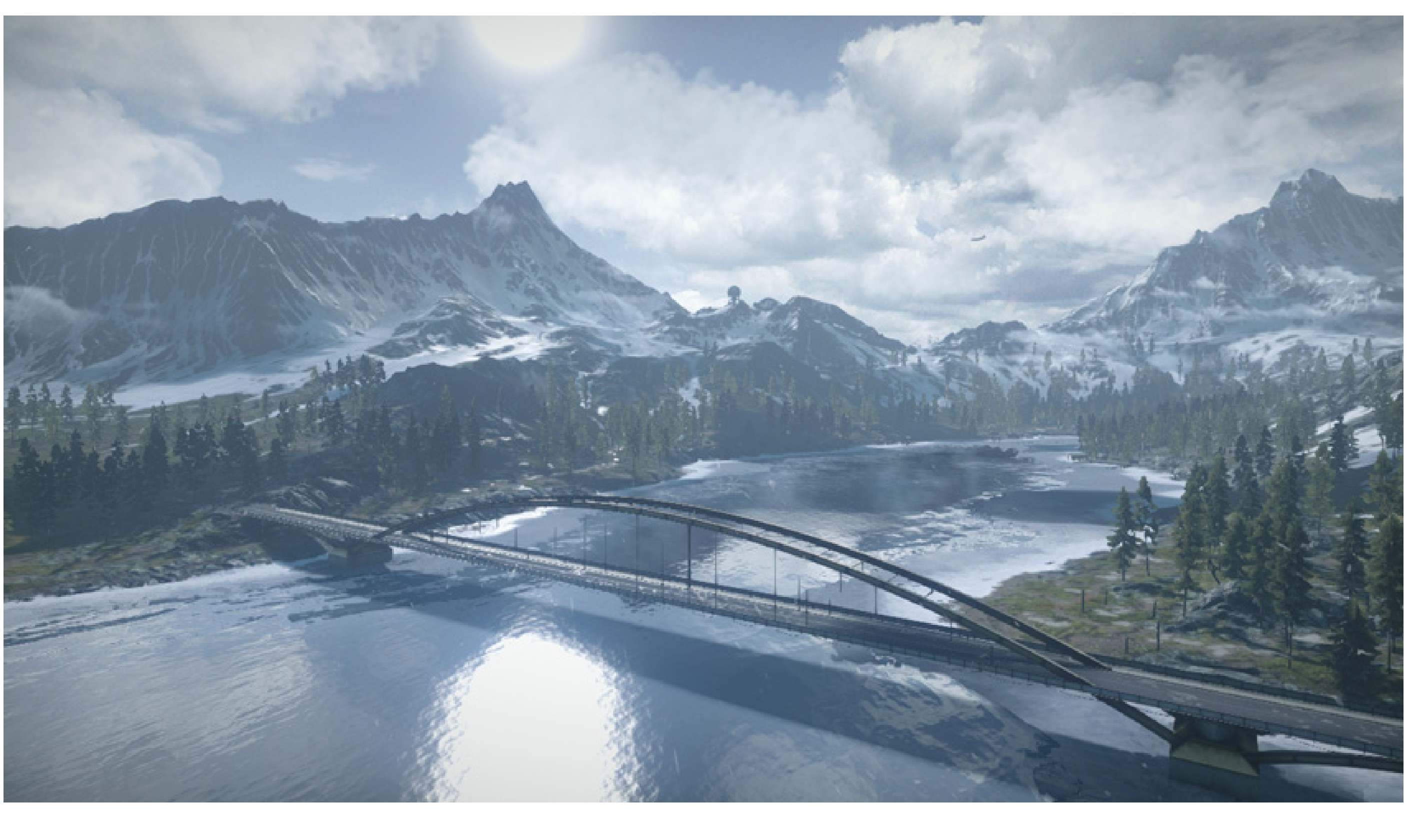
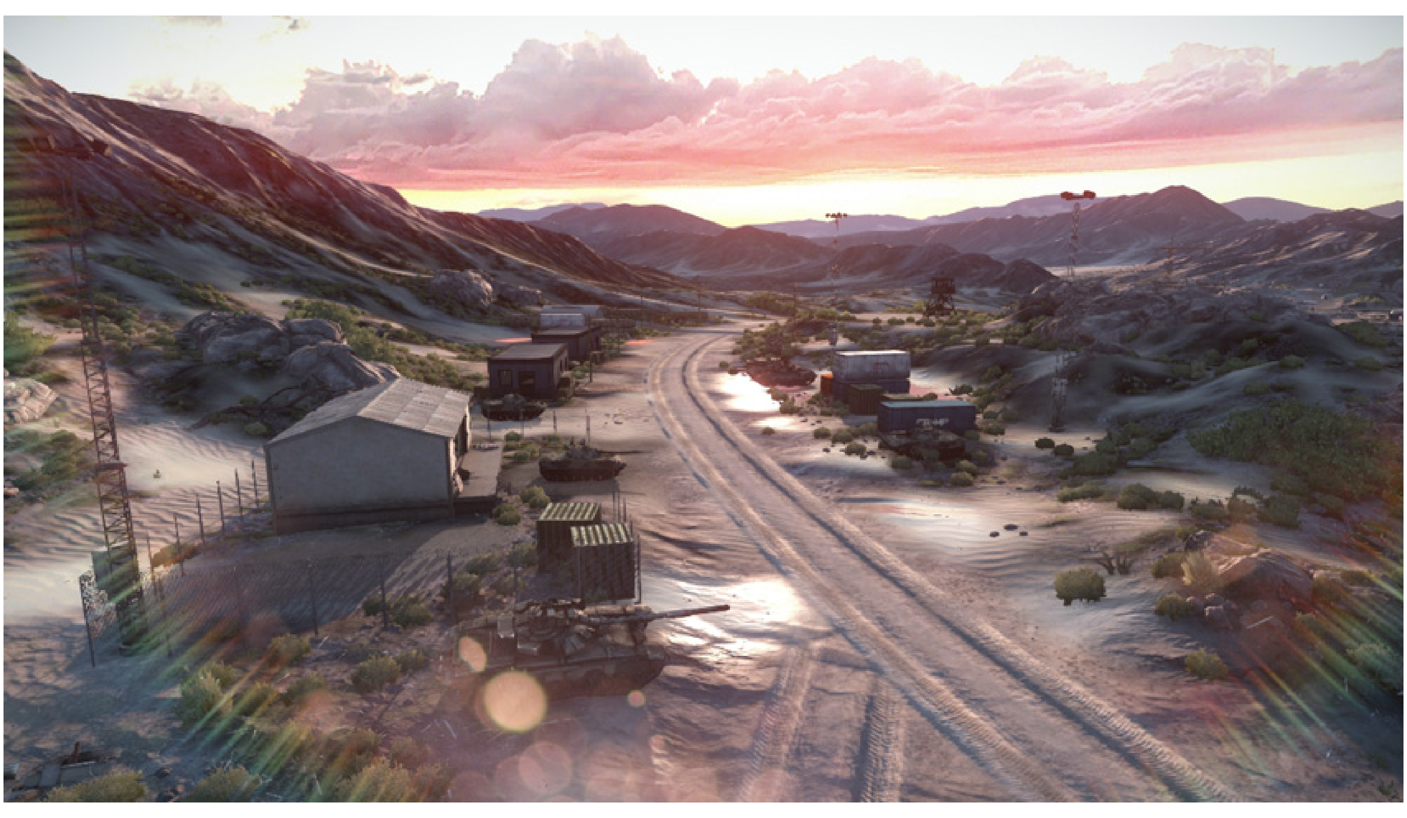
The Battlefield 3: Armored Kill expansion pack emphasizes vehicle combat across vast and varied landscapes. Specifically, the focus is on tank battles, requiring players to brush up on their armor tactics. With the addition of four new maps, six new vehicles, and several new assignments, there's plenty here to sink your teeth into. Here's a quick summary of what you can expect from some of the new features.

New Maps



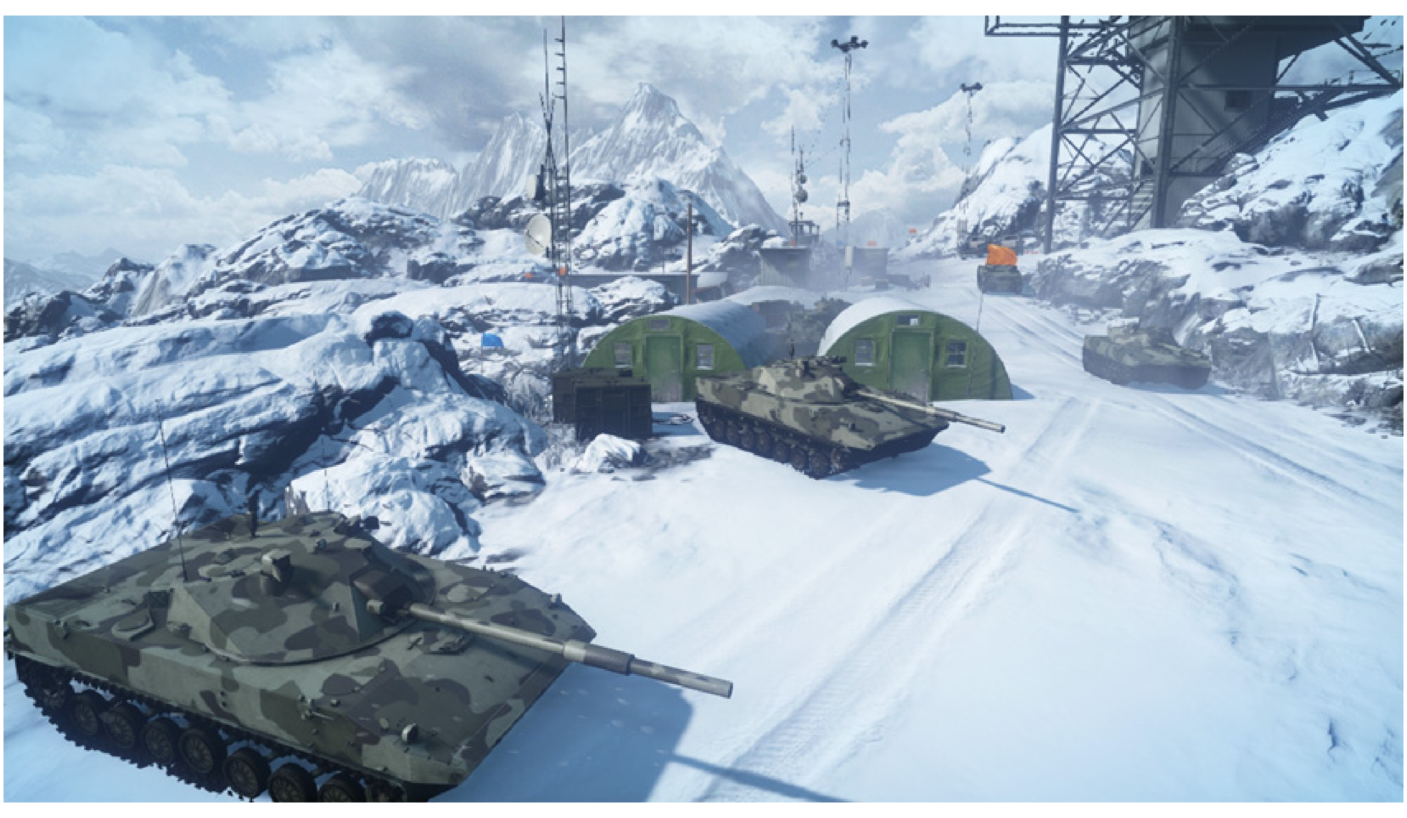
01-001 The four new maps are one of the most exciting additions to Armored Kill, each supporting six unique game modes, including the new Tank Superiority mode. These new maps are huge, harkening back to the massive tank battles on classic maps like El Alamein, Kubra Dam, and Dragon Valley. With so much terrain to cover, vehicles play a vital role when it come to moving your troops around the battlefield and securing objectives. You don't want to be stuck on foot in the no-man's land of these sprawling landscapes, so always look for a vehicle or hitch a ride from a teammate.

Tank Superiority Mode



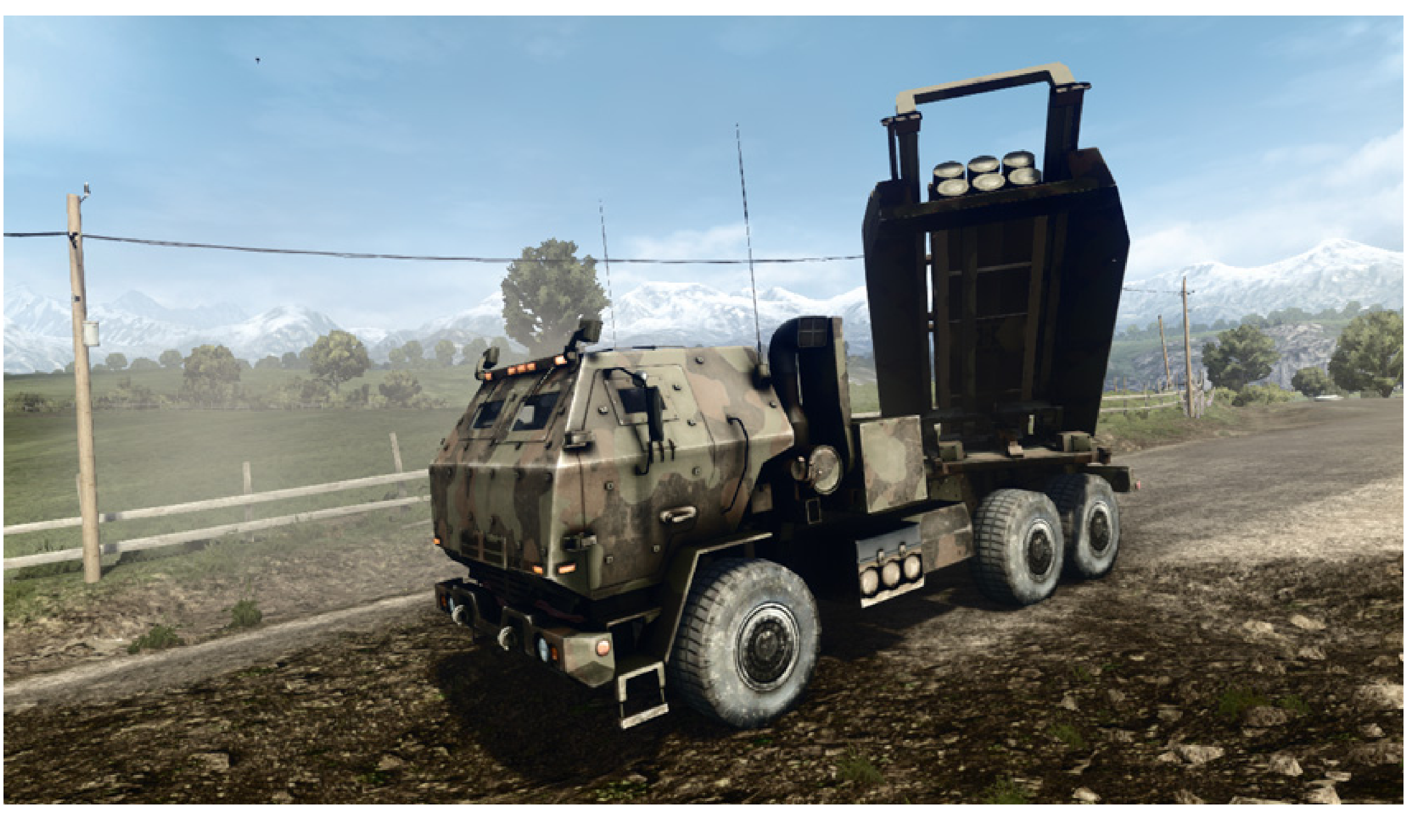
01-002 The Tank Superiority game mode is a variant of Conquest, but there's only one flag in the center of the map. In that sense, it plays much like the Air Superiority mode from Battlefield 1943. However, instead of racing around the map in airplanes, each team only has access to tanks and the new tank destroyers. Each team's base spawns two tanks and six tank destroyers, putting a maximum of 16 vehicles on the map, all fighting for control of one flag. Spawn times for vehicles have been reduced to two seconds each, making sure there are plenty of armored vehicles to go around. As in Conquest, the team that controls the flag initiates a drain on the opposing team's ticket count. But even when controlled, the flag does not act as a spawn point—you can only spawn at your team's base. When one team's ticket count reaches zero, the match is over and the team with the most tickets is declared the winner. While tank combat is the focus of Tank Superiority, players aren't limited to driving around in vehicles. Each soldier class has access to the full range of weapons and gadgets supplied by their customized troop kit. In these battles engineers are the most practical class, given their ability to destroy and repair vehicles. However, recon soldiers can also make their presence felt by deploying SOFLAMs and laser-designating enemy vehicles for Javelins and other laser-guided munitions. MAVs can also come in handy for spotting enemy vehicles. Without the support of infantry, winning a round of Tank Superiority can be tough. So even if there are no vehicles available at your base, you can still play an important role in securing a victory when deploying with the appropriate gear.

Tank Destroyers



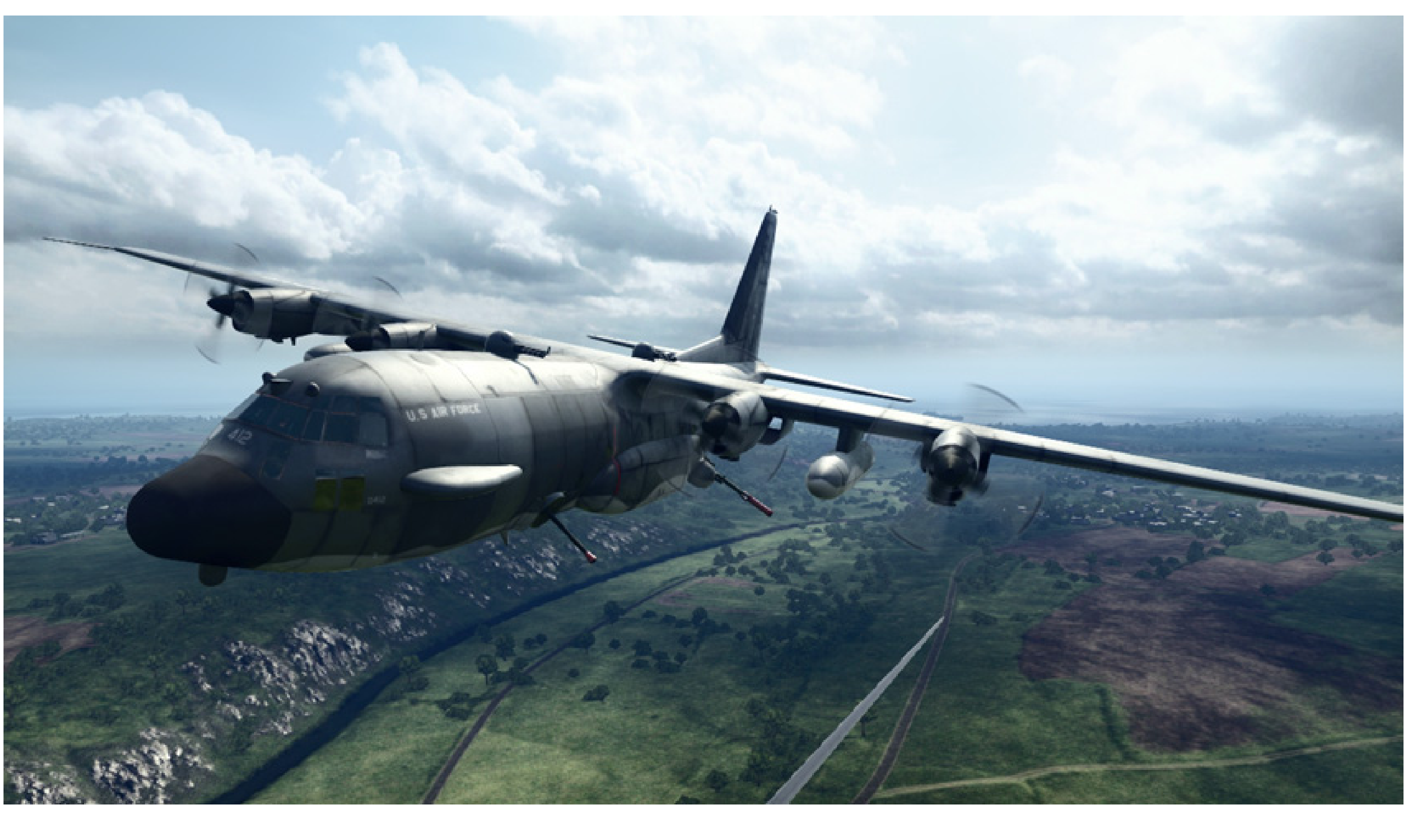
01-003 The new tank destroyers are essentially infantry fighting vehicles (IFVs) fitted with large tank cannons. Although faster and more maneuverable than tanks, the tank destroyers lack the thick armor of their bigger, badder counterparts. As a result, it's important to keep a defensive mind-set when driving one of these vehicles, particularly when facing off against enemy tanks—always keep the tank destroyer's thick front armor facing your target. In addition to dishing out some serious anti-tank firepower, tank destroyers can also serve as troop transports. Unlike the IFVs, in tank destroyers the passenger positions are not fitted with weapons. Still, hitching a ride in one of these armored vehicles is always preferable to hiking across a dangerous battlefield.

Mobile Artillery

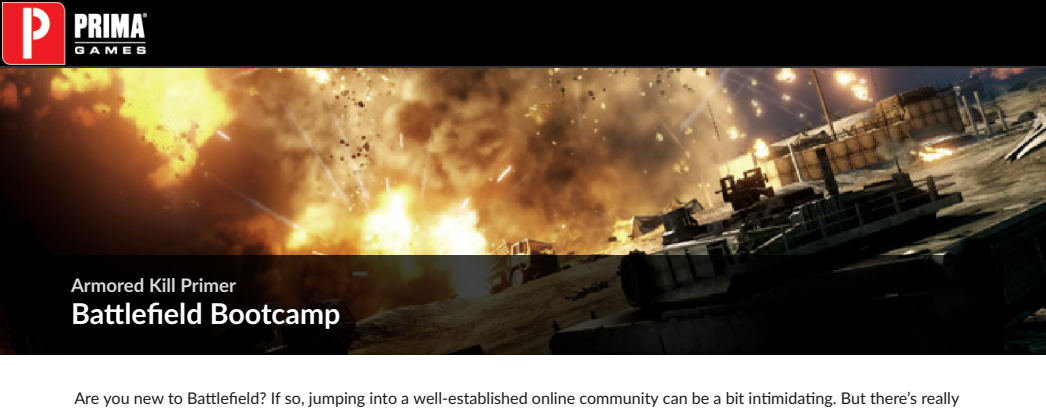


01-004 The new M142 and BM-23 mobile artillery units launch volleys of high-explosive rockets over great distances, giving each team the ability to bombard targets from across the map. Each vehicle is capable of launching up to six rockets in quick succession. From the gunner position, use the ladder-like reticle to adjust your aim, moving the rocket tubes both vertically and horizontally. When making vertical adjustments, the higher the pitch of the rocket tubes, the farther the rockets will travel. The rockets are by no means precision weapons and greatly benefit from the assistance of a forward spotter, helping you adjust your aim. If your rockets are falling short of the target, increase the pitch of the rocket tubes. Likewise, if the rockets are overshooting the target, reduce the pitch of the rocket tubes. When fired at great distances, the rockets impact beyond your visual range. So if you don't have the feedback of a forward spotter, you're firing blind. After firing six rockets, the vehicle automatically begins the long reload process. During this time the vehicle is completely defenseless unless fitted with one of the unlockable weapon upgrades. At close range mobile artillery units are vulnerable to attacks by infantry, tanks, and aircraft. So keep these units back from the front lines where they're less likely to be harassed by enemies.

Gunship



The gunship is a new gameplay concept introduced by Armored Kill, rewarding one team with a powerful airborne weapons platform. In Conquest matches there is one control point on each of the new maps that spawns a gunship. Once captured, the control point grants the controlling team access to the gunship. During Rush matches, the attacking US team always has access to a gunship. Unlike in other aircraft, there is no pilot position in the gunship. Instead, the aircraft orbits around the map on its own with two crew positions accessible from the Spawn screen. Each gunner position is equipped with a port-mounted cannon as well as a top-mounted anti-aircraft turret. The 25mm cannon is capable of rapid fire, spitting out up to 30 rounds of high-explosive rounds in quick succession before entering a short reload phase. The 105mm cannon is essentially a tank gun mounted on the side of the aircraft. This heavy weapon fires one armor-piercing shell at a time, capable of disabling most ground vehicles with a single hit. In addition to serving as an awesome ground-attack aircraft, the gunship is also a mobile spawn point, dropping troops over the battlefield along its circular flight path.

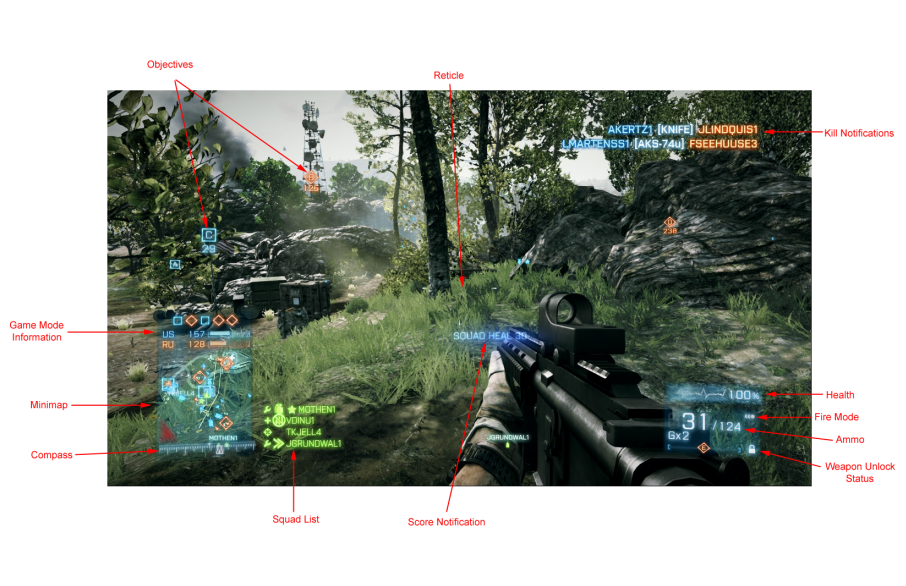


Armored Kill Primer

Battlefield Bootcamp

Are you new to Battlefield? If so, jumping into a well-established online community can be a bit intimidating. But there's really nothing to fear. Regardless of your experience or skill level, there is a role for everyone in Battlefield. In fact, this is one of the only online shooters where you can post a big score without even firing a single bullet. In this section, we cover basic gameplay mechanics and offer some helpful tips to assist you during your online career.

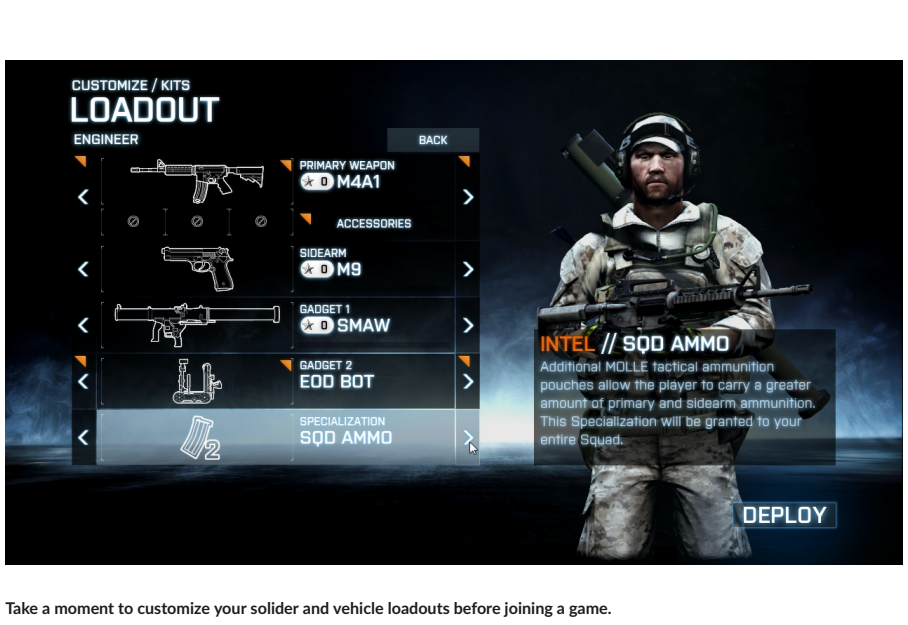
Interface



The heads-up display, or HUD, is the way that vital information is displayed on your screen. None of the items on your HUD are there for aesthetics. They are there to help you accomplish your objectives and keep you alive. Here's a brief explanation of every item on the HUD.

- **Reticle:** The reticle is the aiming point for your selected weapon and is always located in the center of the screen. To hit a target, place the reticle over it and fire. The reticle makes changes based on the weapon you're using. When firing at an enemy, watch for diagonal lines flashing around the perimeter of the reticle. This bloom animation means you are hitting the target. This is especially useful when making long-range shots.
- **Minimap:** Located in the screen's bottom left corner, the minimap provides a top-down, 360-degree view of the environment through which you are moving. The minimap rotates as you change direction so that the top of the minimap is always the direction you are currently facing. In addition to showing the terrain, the minimap also shows the location of all detected enemies as red triangles or red vehicle icons. Teammates show up as blue icons while squad members are green. Empty vehicles are represented by white icons.
- It is a good idea to constantly refer to the minimap to keep track of all detected enemies. Even if you can't see them visually, the minimap lets you know where they are located, whether behind a hill or inside a building. Finally, red and blue diamond icons show you the location of objectives—these same objective icons also appear on the HUD. The color of the ground on the minimap also has meaning. The red shaded terrain is out of bounds. If you move into this area, you have 10 seconds to get back on the map or else you will die.
- Compass: The compass is located just beneath the minimap and shows the direction you're currently facing.
- Game Mode Information: The icons and meters above the minimap relate to the current game mode. The diamond-shaped icons represent control points in Conquest mode and M-COM stations in Rush mode. The two meters below these icons track how many tickets each team has.
- Objectives: The square and diamond-shaped icons on the HUD represent objectives. Blue square icons are held by your team while red diamond icons are held by the opposing team. Beneath each of these icons is a number showing the distance to each objective in meters.
- Health: By default, your health is at 100 percent. But if you take damage, your health will drop. If it reaches 0, you die. You can slowly regenerate health by staying behind cover and avoiding injury. But the fastest way to heal is with a medic kit dropped by an assault player. Stand (or lay) close to a medic kit to rapidly restore your health.
- Ammo: The ammo count box in located in the screen's bottom right corner. Your ammo is represented by three numbers. The large number to the left indicates how many rounds you currently have loaded in the weapon's magazine. The small number to the right is the amount of ammo available in unloaded magazines. As you reload your weapon, the number on the right decreases as the number on the left increases up to the maximum amount the weapon's magazine can hold. The third number, below the ammo reserves, represents how many grenades you have.
- Fire Mode: This icon represents the selected fire mode of you weapon. Some weapons allow you to switch fire modes, choosing from single shot, automatic, and burst modes.
- Weapon Unlock Status: This status bar represents how close you are to the next unlock for the selected weapon. The more enemies you kill with a specific weapon, the more accessories you unlock.
- Kill Notifications: The text in the screen's top right corner reports recent deaths, showing who killed who and with what weapon or vehicle.
- Score Notification: Every time you earn points, text appears in the middle of the screen describing what action you're being rewarded for and how many points you gain.
- Squad List: Shown in green text on the right side of the minimap, the squad list shows every member of your squad as well as the kit and specialization they currently have equipped. The squad leader appears at the top of the list with a star icon next to their name.

Loadout Customization

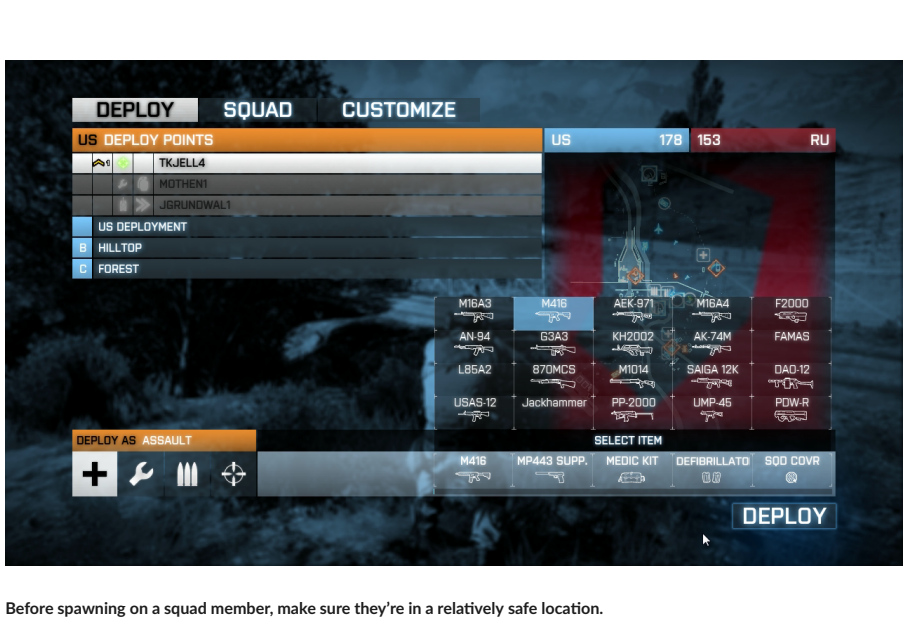


Additional MOLLE tactical ammunition pouches allow the player to carry a greater amount of primary and sidearm ammunition. This Specialization will be granted to your entire Squad.

Take a moment to customize your solider and vehicle loadouts before joining a game.

While veteran Battlefield players are accustomed to being rewarded with new weapons and gear as they progress through their multiplayer career, there has never been so many customization options available. Each class, weapon, and vehicle has its own unlock progression, allowing you to unlock a variety of upgrades, accessories, gadgets, and specializations. When choosing your soldier's loadout, you can choose a primary weapon, a sidearm, up to two gadgets, and a specialization. Taking customization deeper, each primary weapon can be outfitted with a scope and with primary and secondary attachments. You can even choose loadouts for vehicles, selecting from a mix of unlocked upgrades, gadgets, and weapons. The more you play, the more unlocks you acquire. So don't forget to visit the Loadout screen to make adjustments that best fit your play style and the current needs of your team.

Spawn Screen



Before spawning on a squad member, make sure they're in a relatively safe location.

When you first join a game, the Spawn screen is where it all begins. Before immediately jumping into the game, take a few seconds to choose your class and gear. It's possible to switch primary weapons from the Spawn screen, but if you want to make more adjustments to your kit, choose the Customize option. This opens a new screen, allowing you to select different sidearms, gadgets, and specializations. You can also customize your primary weapon with accessories you've unlocked.

Once you're finished adjusting your loadout, return to the Spawn screen and figure out where you want to join the fight. If you're in a squad, you can spawn on any living squad member. Or if a recon squad member has deployed a radio beacon, you can spawn at its location. Depending on the game mode, there are also bases, deployment areas, and control points at which you can spawn. New to Battlefield 3 are jets and helicopters. If one of these is available, you can spawn directly into the pilot's seat of these idle aircraft. U.S. troops can also spawn directly into the AAV-7A1 AMTRAC, an armored vehicle that serves as a mobile spawn point.

As you can see, the spawning options are numerous. In most instances you should spawn on or close to your squad so you can provide support. But if your squad is in a tense firefight, sometimes it's safest to spawn at a less dangerous location; otherwise you may get killed as soon as you spawn into the game.

Movement Fundamentals

Sprinting is essential at the beginning of a match as players race to capture and defend key locations.

Moving your soldier around the battlefield is simple, especially if you've played the earlier installments or other first-person shooters. When standing, your soldier jogs at a moderate pace, ideal for getting around areas where threats are minimal. While crouched, you move slower, and while prone your movement is literally reduced to a crawl. However, since you are lower, you make a smaller target for the enemy to hit, and you can more easily duck behind cover. When advancing against an enemy position, it is best to move while crouched or prone, as it is harder for the enemy to detect you. These lower stances also cause the reticle to tighten up, indicating an increase in weapon accuracy. So make a habit of dropping to a knee or down on your belly before firing a shot.

At times, it is better to move fast by sprinting. You can't use weapons or equipment while sprinting, but you are much more difficult for the enemy to hit. Sprint when you have to move from one position of cover to another in an open area. But never sprint in tight confined spaces where you're likely to face enemy troops. If you encounter an enemy at close range while sprinting, chances are you won't have time to stop and aim your weapon, giving the enemy a huge advantage.

Caution

Some maps feature deep bodies of water, allowing you to swim. Avoid swimming at all costs. While in the water, you can't access your weapons, making you a sitting duck.

Parachutes

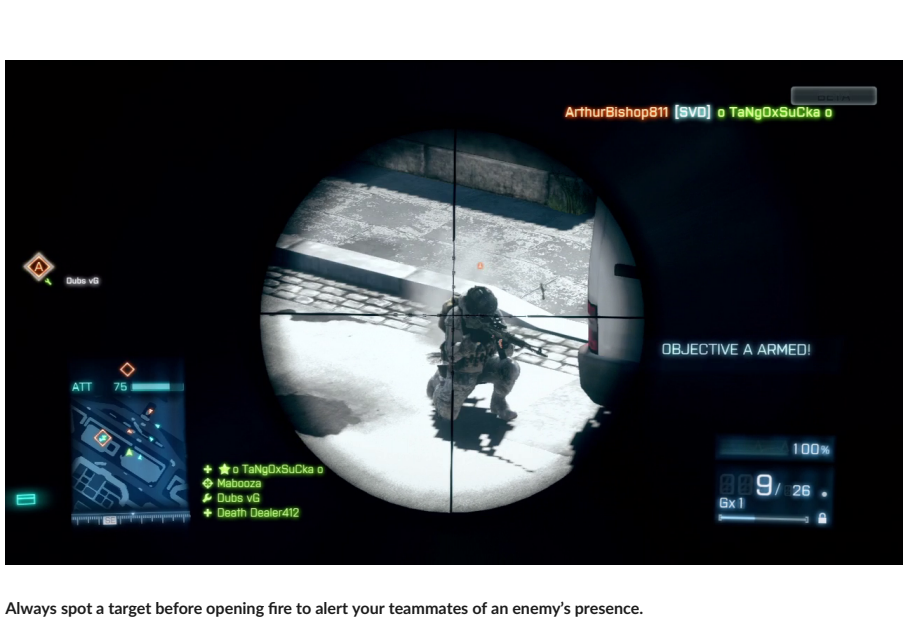
If you bail out of a plane or helicopter, make sure you do so within the map's boundary.

Whether jumping out of a damaged aircraft of hopping off a tall building, you can avoid cratering into the ground by deploying your parachute. While in free fall, press the Jump button/key once to open your parachute. You can slightly steer the parachute with standard movement inputs. But don't expect to travel great distances in your parachute, as the descent is rapid. It's possible to fire your weapons during the descent, but your accuracy is greatly diminished. If you're descending directly over an enemy position, consider dropping grenades—just make sure they explode before you reach the ground. But the longer you're in the air, the more attention you're likely to attract. For this reason, free-fall as long as possible and open the parachute just before you reach the ground. This is a great way to sneak into enemy-held territory.

Combat

While moving about the battlefield is a major part of gameplay, the sole purpose of movement is to get into a position where you can use your weapons to engage and eliminate the enemy. You have access to different types of weapons. However, the controls for using these weapons are fairly common.

Spotting Targets

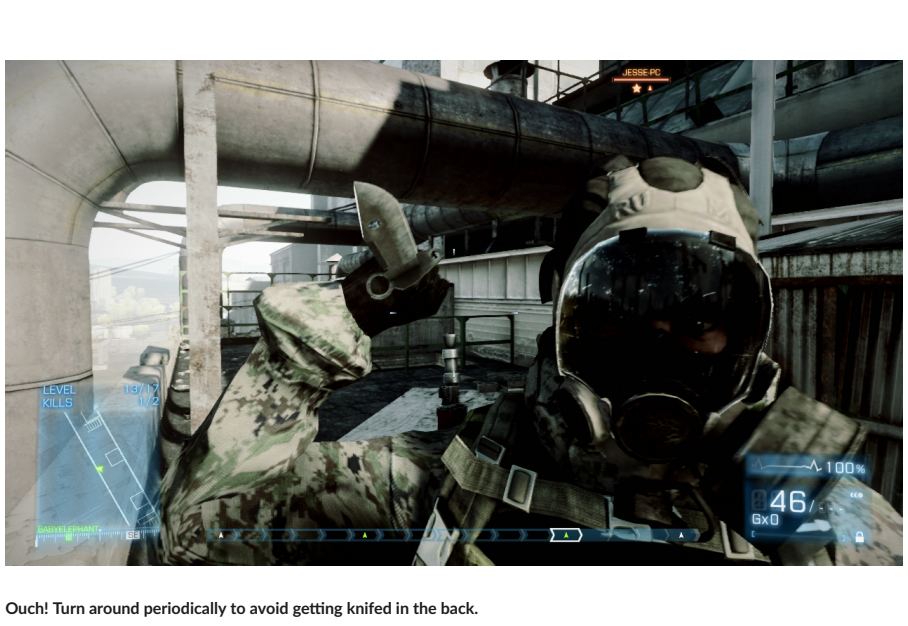


Always spot a target before opening fire to alert your teammates of an enemy's presence.

Before you attack your first enemy, you must first learn how to spot them. When you have an enemy player or vehicle in your sight, press the Spot button/key to highlight it for your team. This places a red icon on the HUD and minimap, showing your entire team where the enemy unit is located. Enemy infantry show up as red triangle icons while vehicles are represented by red vehicle icons. Targets remain spotted for only about five seconds, but that's usually more than enough time for your team to notice the threat.

Also, once the icon disappears, you can spot the target again as long as you've maintained a line of sight. If a teammate kills the target you tagged, you earn a Spot Bonus worth 10 points. So consider playing as recon with a high-powered scope and simply spot enemy units for your team. Even if you don't fire a shot, you can still rack up a decent score.

Knife



Ouch! Turn around periodically to avoid getting knifed in the back.

The knife is a standard-issue weapon available to all players, regardless of their class or rank. When approaching an enemy from behind, you can kill them instantly by attacking with the knife. But if you attack an enemy head-on, it now takes at least two swipes with the knife to score a kill from the front—a new gameplay mechanic introduced in Battlefield 3. So if an enemy is looking in your direction, think twice before attempting a knife kill. Chances are they'll shoot you in the face before you can get within striking range. Instead, always look for opportunities to flank, sneaking up behind unsuspecting opponents and knifing them from behind. As in Battlefield 2142 and every installment since, scoring knife kills earns you the victim's dog tags, providing you with a permanent trophy. In addition to scoring stealthy kills, the knife is also great for slicing through chain-link fences and other obstacles.

Firearms

ENEMY KILLED 100

A subtle bloom animation appears at the center of the reticle, scope, or iron sight when your bullets strike your target.

As mentioned earlier, the reticle in the screen's center is your aiming point for using weapons. Most of the weapons you use are direct fire, meaning that the projectile you fire travels in a basically straight line from your weapon to the target. Using these weapons is simple. Place the reticle directly over the target and then press the Fire button. For semiautomatic or single-shot weapons such as pistols, shotguns, and sniper rifles, each time you press the Fire button/key, you fire a single round. However, for automatic weapons such as submachine guns, assault rifles, and light machine guns, they will continue to shoot as you hold down the Fire button/key until they run out of ammo.

Most weapons in Battlefield 3 have selectable fire modes, allowing you to choose from single-shot, burst, and automatic modes. So experiment with each weapon's fire modes in an effort to increase accuracy and reduce recoil. When firing automatic weapons, the longer the burst, the less accurate your fire. Therefore, to maintain greater accuracy and still put a lot of lead on-target, fire in short bursts. You are more likely to kill your target, especially at medium to long range, with a few accurate rounds rather than spraying an entire magazine over a wide area. If recoil is still a problem, consider switching to burst or single-shot mode.

Iron Sights and Scopes

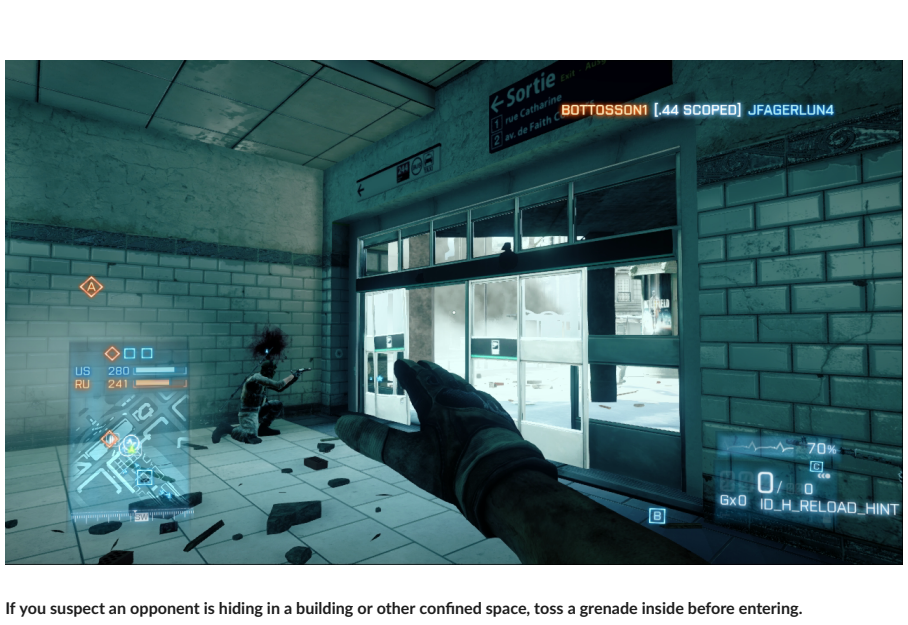
The reticle disappears when aiming through iron sights or a scope, but the bloom animation still appears when hitting a target.

When you fire a weapon using the reticle to aim, you are essentially firing from the hip, with the butt of your weapon in the crook of your arm. This is not very accurate and should only be used at close range. To increase your accuracy, press the Zoom button/key. This will bring up the iron sight view, where you are actually looking through the weapon's sight to aim. You bring the butt of the weapon up to your shoulder, giving you greater accuracy. If your weapon is equipped with a scope, the Zoom button/key will provide a view through the scope rather than the iron sight. Get in the habit of pressing the Zoom button to bring up your iron sight before firing. This is more accurate, and it provides a zoomed-in view of the target.

To further increase accuracy, crouch or drop prone and remain stationary while firing. When peering through high-powered scopes, there is noticeable sway, making it difficult to aim. You can temporarily reduce this sway by holding your breath (hold down the Sprint button/key). But this lasts for only a few seconds. You can completely eliminate scope sway by using a Bipod.

Gravity affects all firearms, causing bullets to drop over distance. When engaging targets at long range, compensate for gravity by aiming high.

Grenades



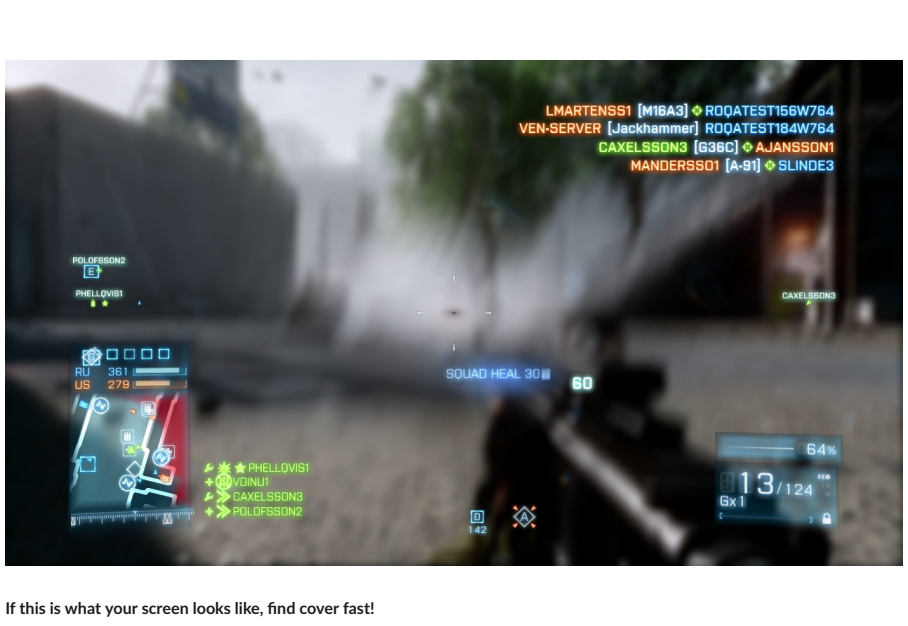
If you suspect an opponent is hiding in a building or other confined space, toss a grenade inside before entering.

Grenades require a bit more skill to use effectively since they are either thrown or launched. Unlike a bullet or rocket, which travels in a straight line, grenades travel in a parabolic arc due to their lower speed and gravity. In the case of a grenade launcher, the farther away you are from the target, the higher you need to aim. That is why the reticle for a grenade launcher has several horizontal lines for aiming points. For a short-range shot, use the top line. The farther away your target, use the lower lines. By using a lower aiming point, you are essentially aiming the weapon higher to lob the grenade toward the target.

Hand grenades work a bit differently. They are thrown rather than launched, and you don't get a separate reticle for aiming. Instead, use your weapon's reticle to best judge where you want to throw a grenade. One press of the Grenade button/key throws the grenade, shown as an orange flashing icon on the HUD. But hand grenades have limited range, so you may need to aim high to get them near your intended target—the farther your target, the higher you should aim your throw.

When using grenades, it is important to understand how they work. Rifle grenades fired from a launcher explode on impact. Hand grenades, in contrast, have a five-second fuse. As a result, you can bounce hand grenades around corners or roll them down inclines. Like your own grenades, enemy grenades show up as flashing orange icons on the HUD. So if you see one of these flashing icons nearby, sprint in the opposite direction before it explodes.

Suppression



If this is what your screen looks like, find cover fast!

The new suppression system will definitely make you think twice before exposing yourself to incoming fire. If rounds hit you or strike anywhere close by, you become suppressed. When you're suppressed, your vision is blurred and your weapon accuracy is greatly diminished. However, the effects of suppression pass quickly if you get out of the line of fire and seek cover. The new suppression mechanic can work in your favor too. Even if you don't have a clear shot at an opponent, open fire in an attempt to suppress them. Any class or weapon is capable of suppressing, but the support kit's light machine guns are most effective. These weapons' large magazine capacities allow you to lay down sustained heavy fire, ideal for keeping an opponent's head down. Each player has an invisible suppression radius around them. Simply landing rounds within this small radius suppresses the target. The new Suppression Assist score (50 points) is awarded if a teammate kills an opponent you've suppressed.

Vehicles

DRIVER KILL ASSIST 10

When driving a vehicle, consider slowing or stopping while your passengers are targeting enemies—you get points if they score a kill.

The maps in Battlefield 3 are massive. It can take a while to walk them on foot. Therefore, use vehicles to get around. There are several types of vehicles in the game, but they all are driven with similar controls. All vehicles have more than one seat. When you get into an empty vehicle, you are placed in the driver's seat by default. However, you can move to another position inside the vehicle with the press of a button/key, cycling through all seats. The driver has control of a vehicle's movement and, in the tanks and IFVs, the vehicle's turret-mounted main weapon. Most vehicles even have gunner and passenger positions, allowing teammates to man other vehicle-mounted weapons. So make sure all crew positions are filled before leaving a base or deployment area.

Jets

Feel the need for speed? Spawn directly into the pilot's seat of a waiting jet.

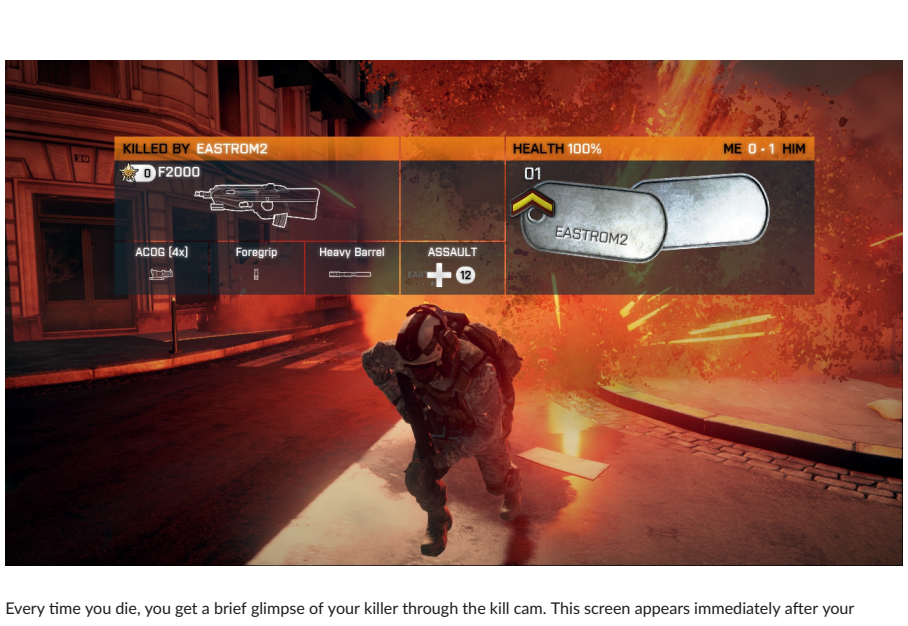
Jets aren't new to the Battlefield series. But they're back, adding a new layer of intensity to the conflict. Initially jets are equipped with only a cannon, useful for performing strafing runs and shooting down enemy aircraft. Like all the vehicles, jets have their own reward progression, allowing you to unlock more powerful air-to-air and air-to-ground weapons, including heat seekers, rocket pods, and guided missiles. So choose your weapons carefully based on the needs of your team. If they need help knocking out tanks, choose rocket pods or guided missiles. Or if your team is constantly harassed by enemy helicopters or jets, choose heat seekers to shoot down these threats. And veterans will be happy to know that all aircraft (jets and helicopters) have their own spawn points. So instead of lingering on a runway waiting for a jet to spawn, simply hold in the Spawn screen and spawn directly into the pilot's seat when a jet or helicopter is available.

Vehicle Damage

A single rocket hit will no longer destroy light vehicles like this Vodnik, but it may kill some of the occupants.

In Battlefield 3, vehicle damage has been completely overhauled. Now if vehicles take light damage, they slowly regenerate health on their own, assuming the vehicle stays out of danger and avoids taking damage for several seconds. However, if a vehicle takes heavy damage, it catches fire and becomes disabled. At this point, vehicle speed and mobility are greatly reduced, but the weapons still function—and the loss of speed and control is extremely dangerous when piloting a jet or chopper. While a vehicle is disabled, its health slowly declines until eventually it explodes. Only engineers can repair a disabled ground vehicle. Jets and helicopters in flight have the benefit of deploying the fire extinguisher upgrade to put out the flames and restore control. As a result of these changes, destroying vehicles outright is much more difficult, requiring you to disable a vehicle before it can be destroyed. Meanwhile, the crew of a disabled vehicle has a critical choice to make: Do they stay with the burning vehicle and try to score more kills, or do they bail out and attempt to find cover before their ride explodes?

Kill Cam

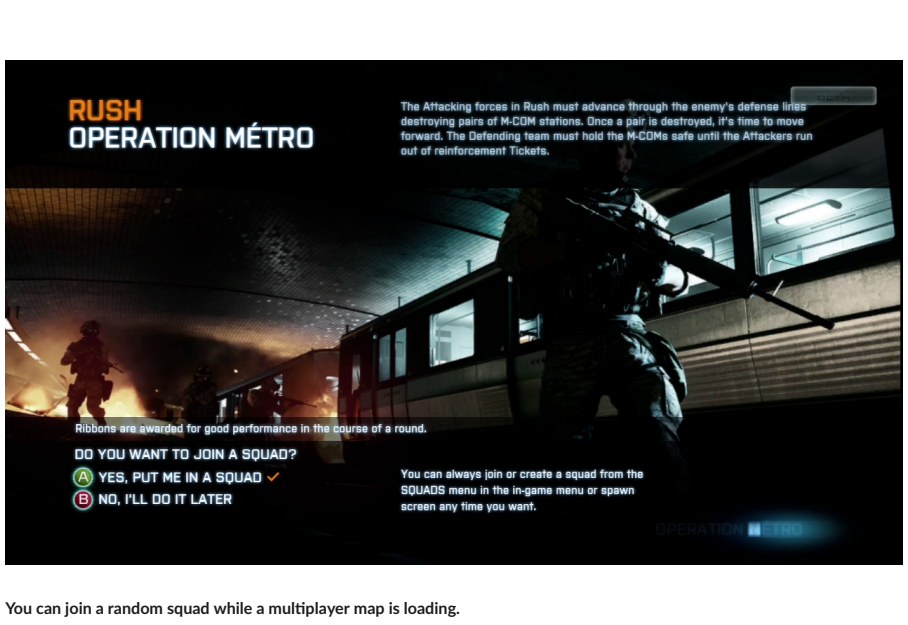


Every time you die, you get a brief glimpse of your killer through the kill cam. This screen appears immediately after your death, providing a brief shot of the player who killed you as well as their name, rank, health, kit, weapon, and specializations. It may seem like a frivolous feature, but the kill cam has larger implications for how the game is played. Snipers can no longer camp one spot and kill from an undisclosed location throughout the entire match. Through the kill cam, victims can see approximately where an enemy player is camping and enact revenge once they respawn. So make a habit of moving frequently, or else you're likely to face one of your angry victims sneaking up behind you with a knife.

Squad Play

If you've played past installments of Battlefield, you know the benefits of joining a squad. A squad is a four-player unit that can communicate with each other over headsets. Being able to talk to the other players in your squad allows you to discuss each situation and respond as a single unified fighting force. Beyond the obvious tactical advantages, being in a squad allows you to earn the squad bonus points, boosting your score and fast-tracking promotions. But if you're new to Battlefield and the squad system, let's take a look at how they work.

Joining a Squad



The Attacking forces in Rush must advance through the enemy's defense lines destroying pairs of M-COM stations. Once a pair is destroyed, it's time to move forward. The Defending team must hold the M-COMs safe until the Attackers run out of reinforcement Tickets.

Ribbons are awarded for good performance in the course of a round.

DO YOU WANT TO JOIN A SQUAD?

Ⓐ YES, PUT ME IN A SQUAD ✓

Ⓑ NO, I'LL DO IT LATER

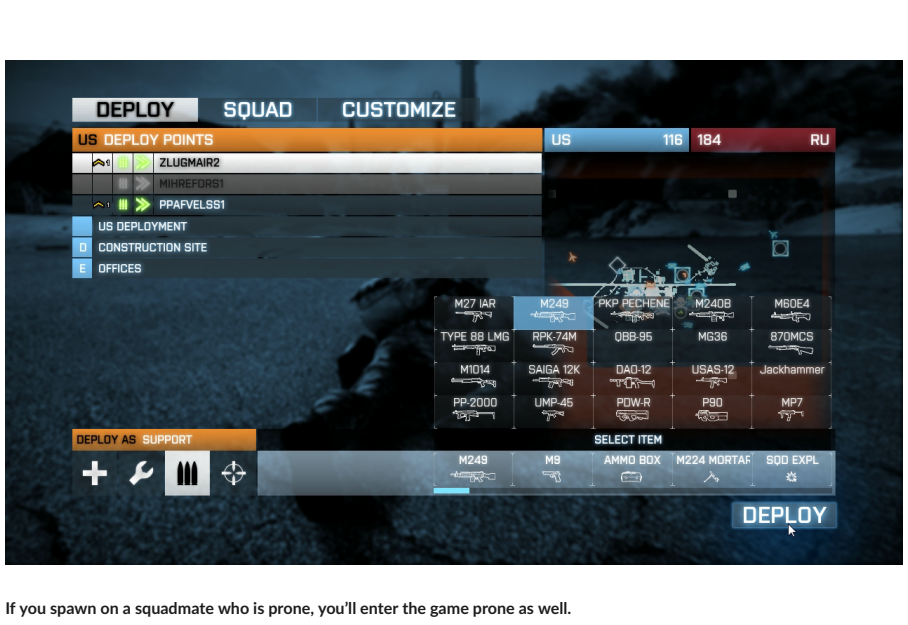
You can always join or create a squad from the SQUADS menu in the in-game menu or spawn screen any time you want.

You can join a random squad while a multiplayer map is loading.

At the start of any match, while the map is loading, you're asked if you want to join a squad. Always choose yes. In this instance, you'll be automatically assigned a squad randomly. Chances are your new squadmates are complete strangers, so say hi and ask what kit they could use before spawning into the game.

If you prefer playing with friends, you can create a squad from your friend's list before even joining a game. Choose the Invite a Friend option from the multiplayer's Quickmatch menu and send invites to anyone on your friend's list who is online. You don't need four players to form a squad, so feel free to join a game once you have at least one friend on your side. However, if you have less than four players in your squad, the extra slots could be filled by strangers. When your squad is formed and ready for action, choose the Find a Game option to begin a match.Squads can also be formed once in a game, allowing you to team-up with friends during the middle of a match.

Squad Spawn



If you spawn on a squadmate who is prone, you'll enter the game prone as well.

One of the huge benefits of playing in a squad is the ability to spawn on any squadmate. The Spawn screen shows many spawning options, including your team's base and control points. If you don't want to spawn at one of those static locations, select the name of one of your squad members. As you select their name, a blue circle icon appears on the map and the camera view switches, showing exactly where they are. Before spawning on a squad member, make sure they're in a safe location. The last thing you want to do is spawn in the middle of an enemy kill zone.

You can also spawn on any squad member who is in a vehicle with unoccupied seats. New to Battlefield 3 are radio beacons, deployed by recon troops. You can place these almost anywhere on the map, where they serve as forward spawn points for your squad. This is a great way for attackers to maintain a presence close to an objective, especially in Rush matches. But don't let enemies see where your radio beacon is placed; otherwise they may camp nearby and pick off your squadmates as they enter the game. When possible, place Spawn Beacons inside buildings to give squad members a safe and instant entry into the match. If Spawn Beacons are placed outdoors, squad members will spawn in parachutes above the battlefield, making them vulnerable to incoming fire as they drift toward the ground.

Teamwork

ATTACK ORDER FOLLOWED 20
ATTACK ORDER FOLLOWED 20
ATTACK ORDER FOLLOWED 20

Issuing and following squad orders is a simple way to boost your score.

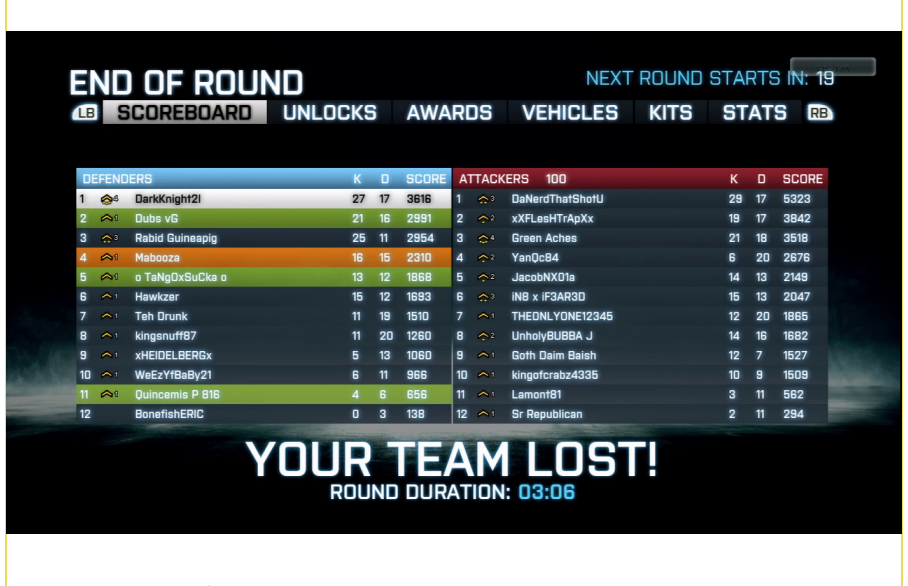
Once in the game, you can identify your squadmates by the green name tags above their heads accompanied by their kit icon. They also show up as green triangles on the minimap. Other teammates have blue name tags above their heads while enemies appear as red. Stay close to your squad so you can support one another. But don't cluster around each other too tightly or else all four of you can be eliminated by an explosive attack. Instead, try to stay within each others' line of sight. By simply communicating and working together, you can gain a huge advantage over your opponents, especially those who wander off by themselves.

In addition to talking to each other over your headsets, use the target-spotting system to tag enemies and issue attack/defend orders. Only the squad leader can issue orders, so watch for blinking boxes around objectives, such as M-COM stations and control points. If no order has been issued, ask your squad leader to place an order on an objective. Kills performed within close proximity of an objective marked with an attack/defend order results in Squad Attack Order (20 points) or Squad Defend Order (20 points) bonuses. So if you're the squad leader, don't forget to issue orders to help your squad's scores.

Tip

Squad member icons are always visible on the HUD, regardless of their location. If a squad member is behind you, their name/icon appears at the bottom of the HUD. Teammate names/icons are only visible when they're within your line of sight.

Note



DEFENDERS	K	D	SCORE	ATTACKERS 100	K	D	SCORE
1 DarkKnight2l	27	17	3616	1 DaNerdThatShotU	29	17	5323
2 Dubs vG	21	16	2991	2 xXFLesHTrApXx	19	17	3842
3 Rabid Guineapig	25	11	2954	3 Green Aches	21	18	3518
4 Mabooza	16	15	2310	4 YanQc84	6	20	2676
5 o TaNgOxSuCka o	13	12	1868	5 JacobNXD1a	14	13	2149
6 Hawkzer	15	12	1693	6 iN8 x iF3AR3D	15	13	2047
7 Teh Drunk	11	19	1510	7 THEONLYONE12345	12	20	1865
8 kingsnuff87	11	20	1260	8 UnholyBUBBA J	14	16	1682
9 xHEIDELBERGx	5	13	1060	9 Goth Daim Baish	12	7	1527
10 WeEzYYBaBy21	6	11	966	10 kingofcrabz4335	10	9	1509
11 Quincemis P 816	4	6	656	11 Lamont81	3	11	562
12 BonefishERIC	0	3	138	12 Sr Republican	2	11	294

You can gauge your squad's performance on the scoreboard during or at the end of a round. Each of your squadmates is highlighted by a green bar—your name is highlighted with an orange bar.

Multiplayer Tactics

Tactics is the combining of maneuvers and firepower to achieve an objective. We've already covered movement and weapons, so this section focuses on using the two together.

Plan Ahead

GET READY
ROUND WILL START IN
4

Before a round begins, take a few seconds to discuss tactics with your teammates. Any game plan is better than none.

There is an old saying that those who fail to plan, plan to fail. You need to come up with a plan before the bullets start flying. The best place to start is to look at your game mode's objectives, since those determine victory or defeat. While killing the enemy is always a goal, it is often a means to an end. Instead, focus on the objectives. Do you have to destroy a target, defend a position, or just get to a certain point on the map?

Once you know what you must do, look at the map and examine the terrain. Where are you located? Where is the objective? How will you get there? Are there any vehicles you can use? These are all questions you need to ask yourself. Once you have determined how to reach the target, you must then consider how to accomplish your orders. Will you need to get in close to plant an explosive charge on the target? If so, how will you secure the perimeter? Finally, you need to take into account your opposition. What does the enemy have, and where are they located? Usually you will not know that type of information until you get in close to the target and can see the enemy with your own eyes. Therefore, planning continues on the fly as you learn new information about enemy positions and actions.

Cover

If you can't find suitable cover nearby, drop prone in an attempt to avoid detection, and crawl to a piece of cover.

Combat is very dangerous. Bullets and other deadly projectiles fly through the air and can kill you outright if they make contact. The concept of cover is to place something solid between you and the enemy that will stop those projectiles and keep you safe. The multiplayer maps are filled with objects that you can use as cover—buildings, walls, trees, rocks, earthen mounds, and so on. Some types of cover will stop small-arms fire such as rifle bullets but not stop the heavier machine-gun fire. Walls of buildings will stop machine-gun fire but not rockets or tank rounds. Therefore, pick cover that will protect you from the current threat—objects constructed from wood or flimsy sheet metal won't stop a bullet.

Cover should become ingrained in your combat thinking. In addition to looking for enemies, you also need to be looking for cover. During a firefight, always stay behind cover. Leave cover only to move to another position with cover. If the cover is low, you may need to crouch down or drop prone to get behind it, standing only to fire over it. When moving from cover to cover, sprint to get there quicker.

While you want to stay behind cover, you also want to try to deny the benefit of cover to your enemies. Destroying their cover is a way to do that. Another way is to reduce the effect of their cover by moving to hit them from a direction for which they have no cover. This is called flanking. For example, if an enemy is taking cover behind a wall, move around to the side of the wall so that the wall is no longer between you and your target. Or, if you have an explosive weapon, you can simply blow a hole in the wall, taking your target out in the process.

Destructible Environments

WARN
KILL ASSIST 39

Tanks are great for dishing out destruction. Use their cannons to blow holes in walls and other pieces of cover.

One of the awesome features in Battlefield 3 is that many of the structures and objects can be damaged or outright destroyed. This presents a large range of possibilities and opportunities that will affect the tactics you use. For example, if the enemy is holed up in a house and taking shots at you from the windows, you could try to throw a grenade through the window or rush into the house via the doorway and clear the threat out with close-range combat. However, with destruction as an option, you can launch a rocket at a wall of the structure and blow a hole in it; you just might kill an enemy who was on the other side. If the enemy survived, you can then use direct fire to kill him, since you destroyed the wall providing cover.

Often structures can funnel you into a kill zone the enemy has set up. But you can blast your way through walls or other objects and come at the enemies from different directions they might not expect. While this may seem to favor the attacker, the defender can also use this as an advantage. Destroy potential cover the attacker may use to approach your position. Call in mortar strikes on groves of trees or shoot out wooden fences to deny the enemy a place to hide. As a result, you can create your own kill zones of open land that the enemy must traverse—all the while under the fire of your weapons.

Some structures that take heavy damage can completely collapse, killing everyone inside. Target a building's exterior walls until you hear a series of creaking and moaning sounds, indicating an imminent collapse. This can be a fun (yet inefficient) way to take out a pesky sniper hiding in an attic or upper floor. Obviously, if you find yourself in a creaking and moaning building, get out fast!

Long-Range Combat

When sniping, try to focus your fire down narrow choke points like streets, alleys, and bridges.

If possible, it is best to try to attack the enemy at long range before they're even aware of your presence. While sniper rifles work great for this type of combat, you can even use assault rifles, light machine guns, or rocket launchers to hit targets at long range. The key to winning at long range is to take your time. Drop prone, stay still, and use iron sights or scopes to increase your magnification and accuracy. As always, make sure you have some good cover in case the enemy decides to shoot back—if you can see them, they can see you. Also remember to fire in short bursts to ensure that more of your bullets hit the target.

Caution

Whenever aiming through a high-magnifi cation scope, a distinct glint is produced by the scope's lens, potentially giving away your position. Avoid scanning the battlefi eld through your scope to maintain concealment.

Close-Quarter Combat

Quick reflexes trump accuracy in close-quarter gun battles like this. This is why shotguns are so effective.

This type of combat is the exact opposite of long-range combat. In close quarters, such as in a town or even within a building, you don't have a lot of time to aim before shooting. However, at such short ranges, accuracy is not really a factor. Instead, you need a weapon that puts out a lot of firepower with some spread so you are more likely to get a hit while moving. Shotguns and submachine guns are great for close-quarter combat.

Your minimap is also an important tool, especially if teammates have spotted targets. Since you can see where enemies are located, use this info to set up shots while strafing around corners. Your weapon will already be aimed at the target as it appears on the minimap, which saves you just enough time to have the advantage and make the kill rather than be killed. Don't forget to use grenades, which can be thrown around corners or over walls to hit enemies who think they are safe behind cover.

Have you just run out of ammo in the middle of a close-quarter duel? It's much faster to draw your pistol than to reload your main weapon. Or if your opponent is reloading, too, rush in for a melee kill.

Engaging Vehicles

If you don't have the firepower to kill a tank, don't draw its attention. Instead, seek cover and spot the tank for teammates capable of taking it out.

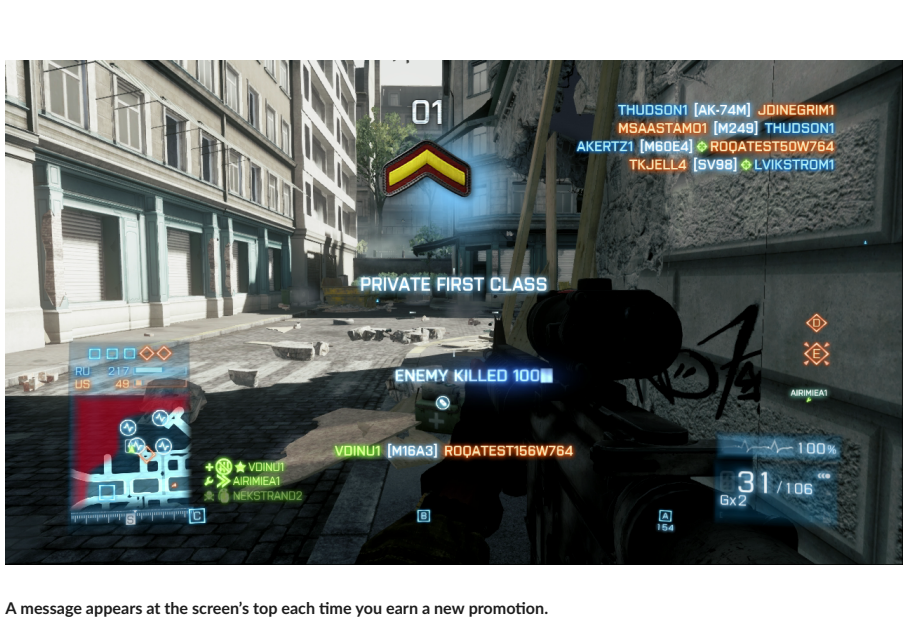
Attacking vehicles is dangerous—especially when you are an infantryman. However, modern soldiers have a lot of firepower they can use to disable and destroy vehicles. This role usually falls to the engineer, who carries antitank rocket launchers and mines. It takes only a single rocket to disable most light vehicles. However, tanks and IFVs require at least two rocket hits to disable, and even more to destroy. Always try to attack tanks from the rear, where their armor is the weakest. Rocket launchers are most effective, but grenade launchers can work in a pinch, too, assuming the vehicle is already heavily damaged. Of course, the best way to kill a tank is with another tank.

Even if you don't have those powerful weapons or gadgets, you can still damage light vehicles with small-arms fire. The gunners on the Growler ITV and VDV Buggy are completely exposed—shoot them and the vehicles lose their firepower. For those who are really daring, engineers can place mines in the path of moving vehicles. C4 (now carried by the support kit) is also very effective against vehicles, but you have to get very close to slap on a charge.

Tip

In addition to having weak side and rear armor, the top armor of tanks are also weak. When possible, try to target a tank's top armor to maximize damage. Javelins are ideal for scoring top-hits on tanks.

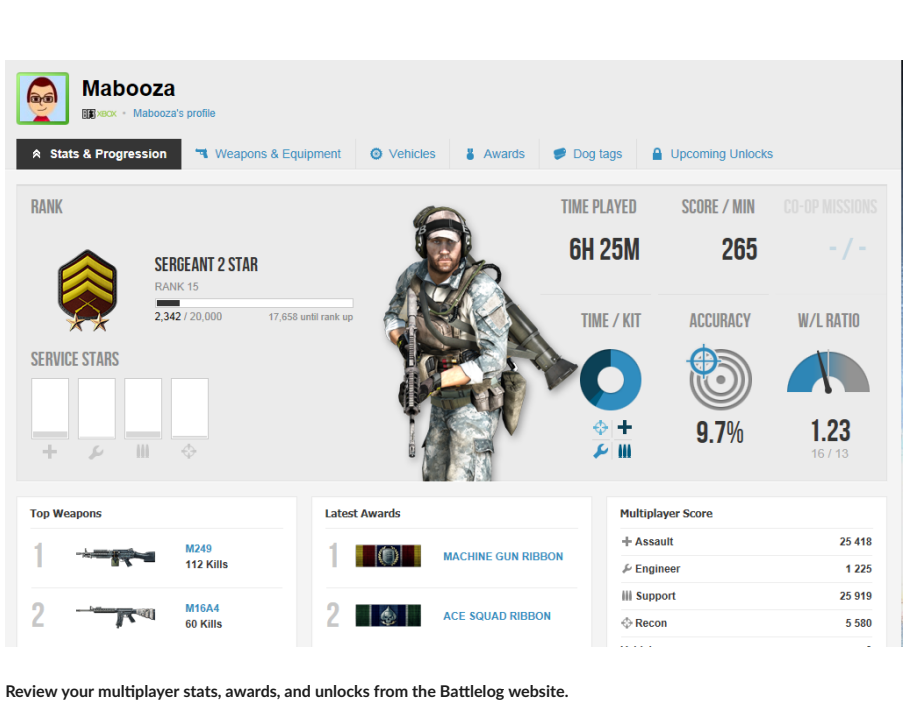
Persistence System



A message appears at the screen's top each time you earn a new promotion.

Almost every action performed in a multiplayer match can earn you points. Points not only determine which players are listed at the top of the scoreboard after a round, but they also help you unlock new weapons, gadgets, and specializations and even help you achieve new ranks. So at the end of a round, check out your overall performance in the End of Round screens. These screens show your current rank and your progress toward achieving the next rank. It also has statistical breakdowns of your score, showing how many points were earned with each kit, your vehicles, and your awards. Speaking of awards, any dog tags, medals, or ribbons earned during the round are shown in the "Unlocks" and "Awards" sections. The Kits screen shows how much progress you've made toward unlocking new equipment for each kit. For complete information on the game's scoring system, reference the Battlefield Compendium. There you'll find scoring details for each possible action. Knowing exactly which actions earn you points may change the way you approach each battle.

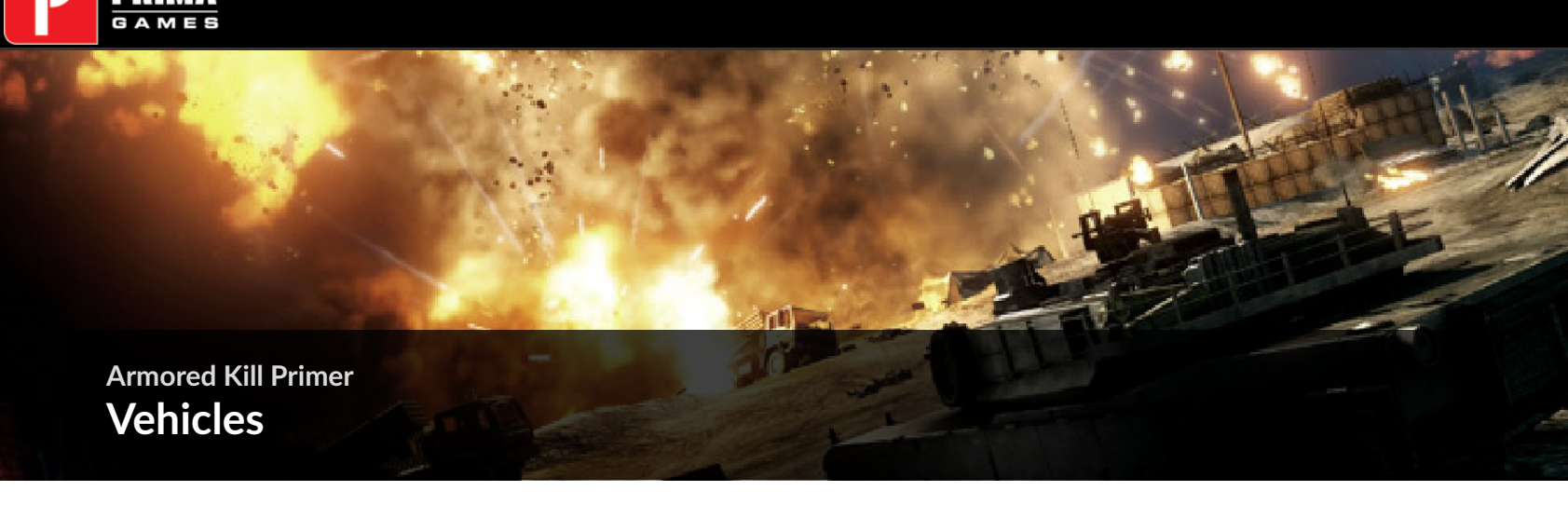
Battlelog



Review your multiplayer stats, awards, and unlocks from the Battlelog website.

URL: battlelog.battlefield.com

The new Battlelog website allows you to keep tabs on everything happening in Battlefield 3, even when you're away from the game. Log in to the Battlelog using the e-mail address and password associated with your EA.com or Origin.com account. The Battlelog keeps track of every stat imaginable and offers social networking features, allowing you to see what your friends have been up to. By creating or joining a platoon, you can guarantee you always have a reliable group of friends to play with. PC players can even access a server browser and join games directly from the Battlelog.



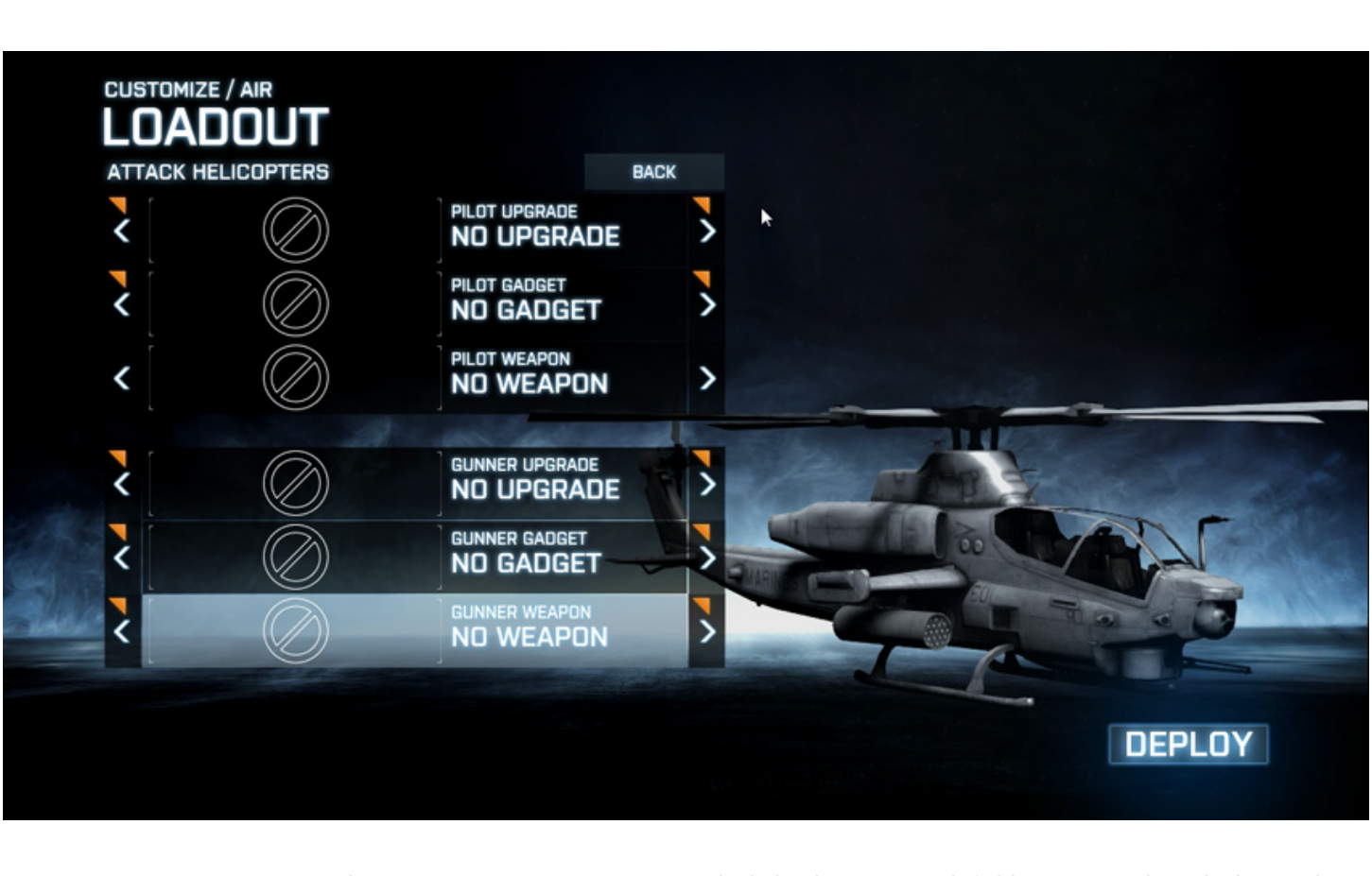
Armored Kill Primer

Vehicles

Vehicles

Vehicles are one of the highlights of any Battlefield game. Nothing can be more entertaining than hopping into a tank and cruising across the landscape, laying waste to enemy vehicles and structures alike. Armored Kill takes vehicle combat to the next level, featuring giant maps and new vehicles, including tank destroyers, mobile artillery units, and the powerful gunship.

Vehicle Customization



Before spawning into a game, take a moment to customize your vehicle loadouts. In Battlefield 3, most of the vehicles can be customized utilizing unlockable upgrades, gadgets, and weapons. The more you use a vehicle from a particular class, the more points you earn. Unlocks are awarded at regular intervals in a linear progression. Armored Kill introduces vehicle assignments, allowing for more upgrade options through the completion of certain tasks. Once an unlock is awarded, you can assign it through the same loadout screen you use to customize the soldier classes. With the exception of attack helicopters, all vehicles have three assignable slots: one upgrade slot, one gadget slot, and one weapon slot. Attack helicopters benefit from six slots, three for the pilot and three for the gunner. Upgrades are passive and require no action to take advantage of their benefits. Meanwhile, gadgets and weapons require some interaction on the part of the driver or pilot to deploy. So as you progress through your multiplayer career you will have to make some tough decisions as to what unlocks you wish to equip. Some unlocks improve offensive capabilities while others impact survivability. So experiment with the different options until you find a combination that best suits the tactical situation and your style of play. The unlock progression for each vehicle type is provided in this chapter, listing the point requirements for each as well as a brief description of every upgrade, gadget, and weapon. There are no unlocks available for light vehicles and transport helicopters.

Light Vehicles

The light vehicles are the fastest land vehicles in the game, useful for rushing control points and M-COM stations at the start of a battle. But their light armor and exposed positions make them death traps if driven into heavy action. Most explosive munitions can disable these vehicles with one hit, potentially killing the driver and passengers. Their greatest defensive assets are their speed and their off-road capability. To ensure survival, use these vehicles to traverse terrain on a map's periphery, and stay away from heated battles near control points and M-COM stations. Although these vehicles can attain high speeds on roads, most roads are traveled by larger and more deadly vehicles, like tanks and IFVs. So stay off-road and out of sight. Such tactics are essential when staging raids on distant enemy-held control points or M-COM stations. There are no vehicle unlocks or loadout options for the light vehicles.

Quad Bike

Nationality: US and RU Description: Fast unarmored transport vehicle with two seats.

Vehicle Performance	
Speed	☐🟨🟨☐☐
Armor	☐☐☐☐☐
Firepower	☐☐☐☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Passenger	Troop Kit

Field Notes

The quad bike is the fastest ground vehicle available, making it ideal for zipping across the battlefield at high speed while avoiding the slower, heavily armored vehicles. The driver has no access to weapons, but the passenger riding on the back can equip all weapons in their troop kit. But at high speed, firing from the back of a fast-moving quad bike is highly inaccurate.

Light Vehicle Tactics

- Quad bikes have no armor, leaving the driver and passenger completely exposed. Furthermore, the vehicle can be quickly destroyed by small-arms fire, so keep moving and avoid areas of high enemy concentration.
- Quad bikes make excellent car bombs. Stick two or three C4 charges to the front of a quad bike and then drive it into the side or rear of an enemy tank or tank destroyer. While traveling at high speed, jump off the quad bike approximately 20 meters before impacting the enemy vehicle. The quad bike will continue traveling in a straight line toward the enemy vehicle. When the driverless quad bike makes contact, detonate the C4 to score an unorthodox vehicle kill.
- It's possible to accurately fire guided anti-vehicle weapons like the Javelin, IGLA, or Stinger from the back of a moving quad bike. This combination can make the quad bike a formidable threat on a battlefield filled with tanks and aircraft.
- Given their speed, quad bikes are great for scoring road kills. Simply drive directly toward enemy troops at high speed and run them down before they can dash out of your way.
- At the start of a battle, don't drive off in one of these vehicles until a teammate hops on the back. On most maps, these vehicles serve as your team's primary means of transportation. Stranding teammates at your base won't win you any fans. However, your squadmates can spawn into the vehicle if there is an available seat.
- Quad bikes can perform some amazing jumps. Look for ramps or other sloped terrain to send this vehicle flying through the air.

Tank Destroyers

The new tank destroyers are essentially infantry fighting vehicles (IFVs) fitted with large tank cannons. Although faster and more maneuverable than tanks, the tank destroyers lack the thick armor of their bigger, badder counterparts. As a result, it's important to keep a defensive mind-set when driving one of these vehicles, particularly when facing off against enemy tanks—always keep the tank destroyer's thick front armor facing your target. In addition to dishing out some serious anti-tank firepower, tank destroyers can also serve as troop transport. Like the IFVs, the passenger positions in tank destroyers are equipped with machine gun ports, ideal for defending the vehicle's flanks from enemy infantry.. In many battles, tank destroyers offer the safest method of moving teammates to the front lines. So don't drive away from your base until you've filled as many seats as possible—hitching a ride in one of these armored vehicles is always preferable to hiking across a dangerous battlefield.

Tank Destroyer Service Stars

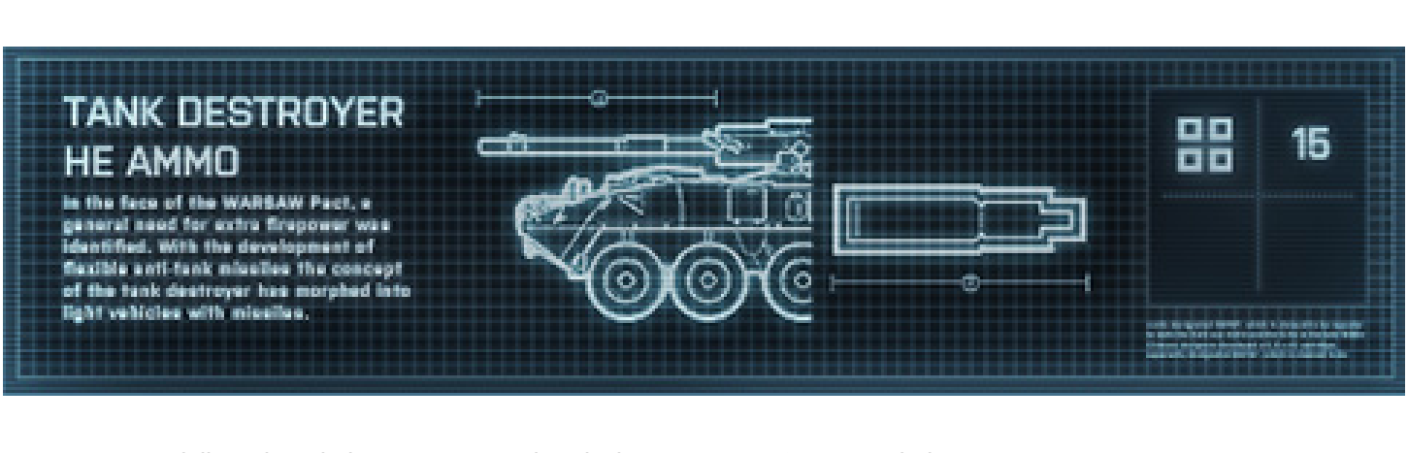
You earn a service star for every 40,000 points you score with a tank destroyer; 100 tank destroyer service stars are available.

Tank Destroyer Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Smoke	Gadget	400	Smoke grenades enhanced with metal filaments that when launched remove laser-designation, spoof incoming guided missiles, and prevent enemies from revealing your position to teammates.
	Coaxial LMG	Weapon	800	A light machine gun mounted coaxially to your main weapon.
	Autoloader	Upgrade	1600	An enhanced mechanism decreases the minimum time between firing rounds in your main weapon.
	Zoom Optics	Gadget	3000	A secondary weapon sight with up to 3x magnification.
	Maintenance	Upgrade	6000	Preventative maintenance procedures improve your vehicle's recovery from damage.
	Proximity Scan	Upgrade	10000	External sensors detect and reveal enemy units on your minimap.
	Guided Shell	Weapon	16000	A Smart Target-Activated Fire and Forget shell that can lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line-of-sight.
	Thermal Optics	Gadget	22000	A secondary weapon sight with thermal optics that highlights soldiers and vehicles for efficient target identification.
	Thermal Camo	Upgrade	28000	Anti-reflective coating on your vehicle increases enemy locking and tracking difficulty and decreases the time you are revealed to the enemy after being spotted.
	Canister Shell	Weapon	34000	A tank shell encasing thousands of tungsten balls fired though the cannon muzzle like a shotgun.
	Reactive Armor	Upgrade	40000	Reactive armor panels and/or slats absorb the impact from anti-tank weapons, protecting you from damage but being destroyed in the process.

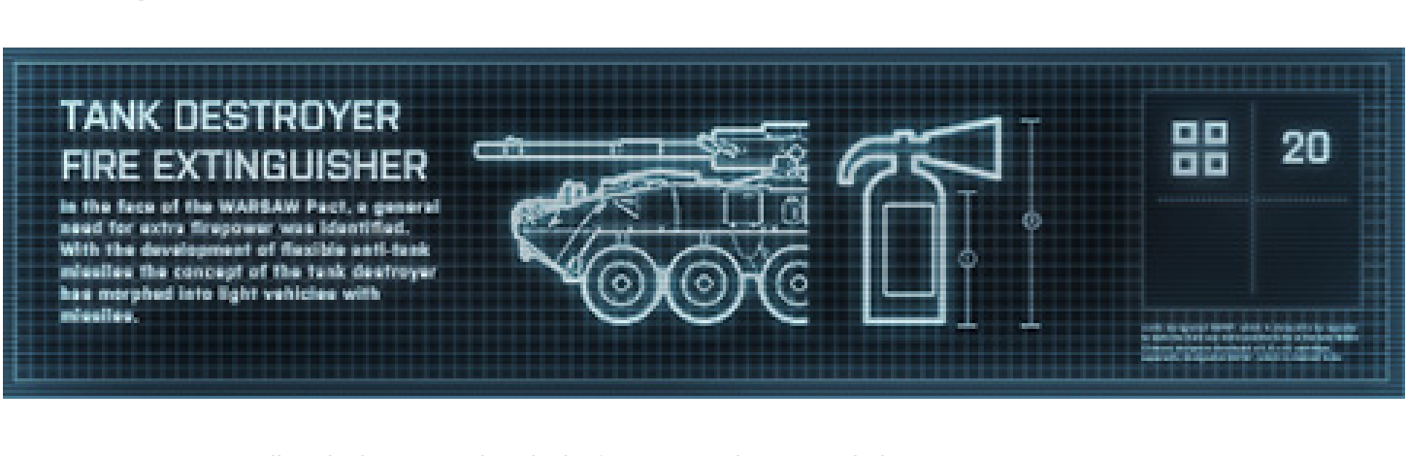
Tank Destroyer Assignments

Explosive Danger


TANK DESTROYER
HE AMMO
In the face of the WARSAW Pact, a general need for extra firepower was identified. With the development of flexible anti-tank missiles the concept of the tank destroyer has morphed into light vehicles with missiles.
15

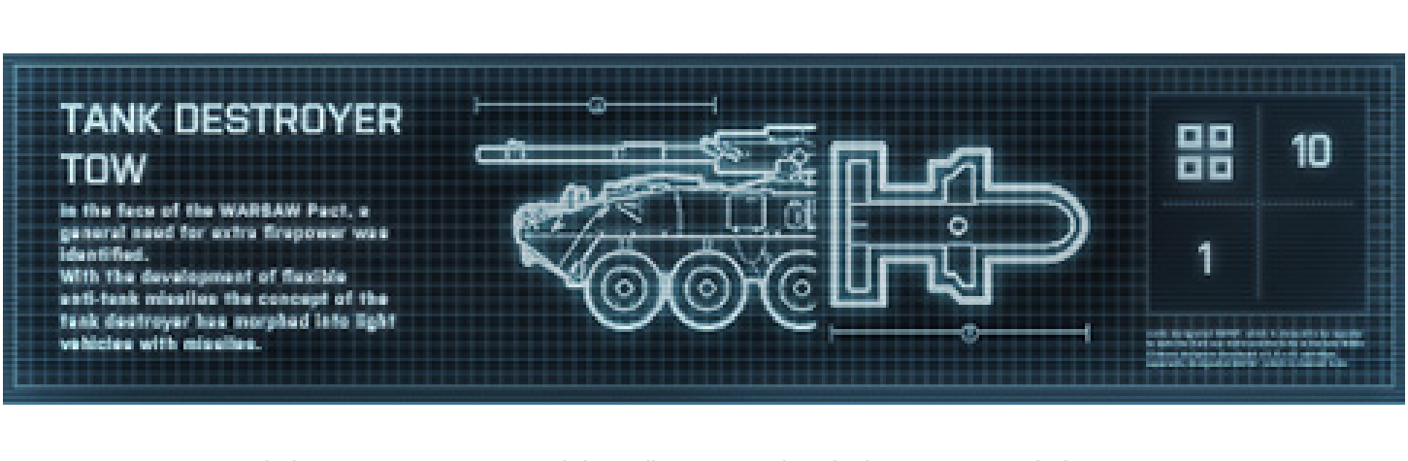
Criteria: Get 15 kills with tank destroyer. Reward: Unlocks HE ammunition for tank destroyers.

Need Repair


TANK DESTROYER
FIRE EXTINGUISHER
In the face of the WARSAW Pact, a general need for extra firepower was identified. With the development of flexible anti-tank missiles the concept of the tank destroyer has morphed into light vehicles with missiles.
20

Criteria: Repair 20 friendly vehicles. Reward: Unlocks fire extinguisher for tank destroyers.

Wired Attack


TANK DESTROYER
TOW
In the face of the WARSAW Pact, a general need for extra firepower was identified. With the development of flexible anti-tank missiles the concept of the tank destroyer has morphed into light vehicles with missiles.
10
1

Criteria: Destroy 10 tank destroyers. Destroy 1 mobile artillery. Reward: Unlocks TOW for tank destroyers.

M1128

Nationality: US Description: The M1128 is an eight-wheeled tank destroyer used by the USA and Canada.

Vehicle Performance	
Speed	☐🟨☐☐☐
Armor	☐🟨🟨☐☐
Firepower	☐🟨🟨☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	105mm Cannon
2	Passenger	Machine Gun
3	Passenger	Machine Gun
4	Passenger	Machine Gun
5	Passenger	Machine Gun

Field Notes

With the exception of its large 105mm cannon, the M1128 looks and performs similarly to the LAV-25. This is a relatively fast and maneuverable eight-wheeled vehicle capable of repelling all small-arms fire. However, the M1128 is vulnerable to attacks by tanks, helicopters, and jets. So be ready to drop off your passengers if you come under heavy attack.

SPRUT-SD

Nationality: RU Description: Russian light and highly mobile tank destroyer based on the BMD-3 chassis.

Vehicle Performance	
Speed	☐🟨☐☐☐
Armor	☐🟨🟨☐☐
Firepower	☐🟨🟨☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	125mm Cannon
2	Passenger	Machine Gun
3	Passenger	Machine Gun
4	Passenger	Machine Gun
5	Passenger	Machine Gun

Field Notes

The Russian SPRUT-SD has a sleek low profile when compared to its boxy American counterpart. This makes it a little easier to conceal the vehicle behind low hills and other pieces of cover. But the SPRUT-SD is most effective when on the move. Use its speed and large passenger capacity to transport troops to the front lines or flank slower tanks.

Tank Destroyer Tactics

- Never charge into a group of enemy infantry. Tank destroyers are well-armored, but they can't withstand more than two or three rocket hits, not to mention mines. Instead, hold back and engage infantry from a safe distance, where they can't sneak up behind you. HE ammunition, unlocked by completing the Explosive Danger assignment, is most effective against infantry. The coaxial LMG also gives the driver better protection against infantry.
- Unlike their IFV counterparts, tank destroyers are not amphibious, so avoid driving these heavy vehicles into deep bodies of water.
- When engaging a tank destroyer, try to maneuver so you can score a side or rear hit, where the vehicle's armor is thinnest. Likewise, when driving one of these vehicles, be mindful of these weak spots and try to keep the vehicle's front armor facing the enemy at all times.
- Be careful when transporting your entire squad in a tank destroyer. A hit from a helicopter or jet's guided missile could send your whole squad back to the respawn screen.
- Complete the Wired Attack assignment as quickly as possible to gain access to the TOW missile upgrade. This works just like the ATGM Launcher upgrade found on the IFVs. While waiting for the main gun to reload, fire a missile at your target to keep up the offensive pressure. The added firepower can make all the difference when caught in a dangerous duel with an enemy tank.
- The fire extinguisher is a worthwhile upgrade and it's relatively easy to unlock. As an engineer, just complete 20 repairs on friendly vehicles to complete the Need Repair assignment to unlock this upgrade. Once equipped, the fire extinguisher can be used to put out a fire if your vehicle becomes disabled. This allows you to maintain speed and maneuverability, allowing you to reach a safer location before conducting repairs.

Mobile Artillery

The new M142 and BM-23 mobile artillery units launch volleys of high-explosive rockets over great distances, giving each team the ability to bombard targets from across the map. Each vehicle is capable of launching up to six rockets in quick succession. From the gunner position, use the ladder-like reticle to adjust your aim, moving the rocket tubes both vertically and horizontally. When making vertical adjustments, the higher the pitch of the rocket tubes, the farther the rockets will travel. The rockets are by no means precision weapons and greatly benefit from the assistance of a forward spotter, helping you adjust your aim. If your rockets are falling short of the target, increase the pitch of the rocket tubes. Likewise, if the rockets are overshooting the target, reduce the pitch of the rocket tubes. When fired at great distances, the rockets impact beyond your visual range. So if you don't have the feedback of a forward spotter, you're firing blind. After firing six rockets, the vehicle automatically begins the long reload process. During this time the vehicle is completely defenseless unless fitted with one of the unlockable weapon upgrades. At close range mobile artillery units are vulnerable to attacks by infantry, tanks, and aircraft. So keep these units back from the front lines, where they're less likely to be harassed by enemies.

Mobile Artillery Service Stars

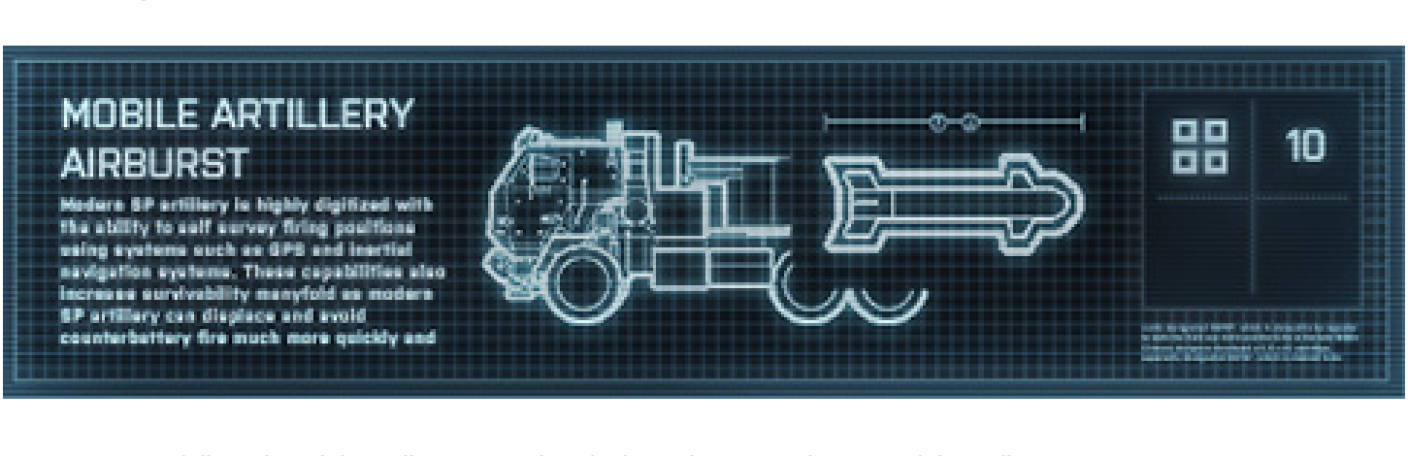
You earn a service star for every 9,000 points you score with a mobile artillery unit; 100 mobile artillery service stars are available.

Mobile Artillery Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Smoke	Gadget	400	Smoke grenades enhanced with metal filaments that when launched remove laser-designation, spoof incoming guided missiles, and prevent enemies from revealing your position to teammates.
	Autoloader	Upgrade	800	An enhanced mechanism decreases the minimum time between firing rounds in your main weapon.
	Proximity Scan	Upgrade	1600	External sensors detect and reveal enemy units on your minimap.
	ATACMS Missile	Weapon	2500	Locks on ground vehicles and laser-designated targets.
	Maintenance	Upgrade	3500	Preventative maintenance procedures improve your vehicle's recovery from damage.
	Zoom Optics	Gadget	4500	A secondary weapon sight with up to 3x magnification.
	Thermal Camo	Upgrade	5500	Anti-reflective coating on your vehicle increases enemy locking and tracking difficulty and decreases the time you are revealed to the enemy after being spotted.
	TOW	Weapon	7000	Wire-guided anti-tank missile launcher.
	Proximity Defense	Gadget	9000	Incendiary smoke that damages enemies within the proximity.

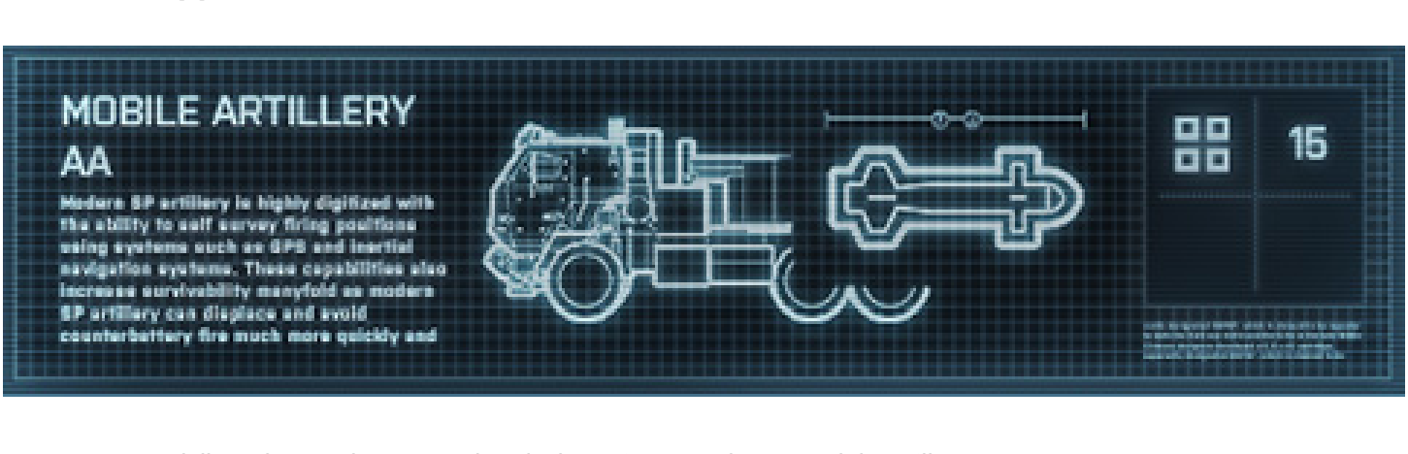
Mobile Artillery Assignments

Rocket Specialist


MOBILE ARTILLERY
AIRBURST
Modern SP artillery is highly digitized with the ability to self survey firing positions using systems such as GPS and inertial navigation systems. These capabilities also increase survivability manyfold as modern SP artillery can displace and avoid counterbattery fire much more quickly and
10

Criteria: Get 10 kills with mobile artillery. Reward: Unlocks air-burst missiles for mobile artillery.

Anti-Air Support


MOBILE ARTILLERY
AA
Modern SP artillery is highly digitized with the ability to self survey firing positions using systems such as GPS and inertial navigation systems. These capabilities also increase survivability manyfold as modern SP artillery can displace and avoid counterbattery fire much more quickly and
15

Criteria: Get 15 kills in the gunship. Reward: Unlocks anti-air missiles for mobile artillery.

M142

Nationality: US Description: Mobile rocket artillery used by the US Marine Corps and Fire Brigade.

Vehicle Performance	
Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐🟨🟨☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	227mm Rockets

Field Notes

The hulking M142 is approximately the size of a bus. So don't expect to get anywhere fast in this vehicle. Fortunately, it's best deployed behind the front lines, so its sluggish acceleration and wide turn radius shouldn't be much of a drawback. While the outer skin of the vehicle can repel small-arms fire, the driver can be shot through the narrow front and side windows.

BM-23

Nationality: RU Description: Russian multiple rocket launcher system mounted on a Soviet truck.

Vehicle Performance	
Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐🟨🟨☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	300mm Rockets

Field Notes

The BM-23 is the direct descendant of Katyusha rocket launchers dating back to World War II—and Battlefield 1942. Unfortunately, accuracy hasn't improved much. The BM-23 is a bit smaller and more nimble than its American counterpart. But the large windows of the truck's cab make the driver extremely vulnerable to small-arms fire.

Mobile Artillery Tactics

- Despite their impressive display, the standard rockets fired by the mobile artillery units don't cause much splash damage. It practically takes a direct hit to significantly damage an armored vehicle like a tank or tank destroyer. But the impact of multiple rockets in a small area can have a significant psychological effect on infantry, causing them to scramble for cover. So even if you don't score too many kills with these vehicles, they play a big role in suppressing enemy troops during attacks on control points and M-COM stations. Complete the Rocket Specialist assignment to unlock air-burst rockets for greater effectiveness against infantry.
- Always employ a squadmate to act as a forward observer when firing rockets at targets beyond your visual range. Being able to speak with your forward observer through a headset makes a huge difference when it comes to accurately placing rockets on target.
- The rockets have an effective range of approximately 650 meters when the rocket tubes are raised to their maximum angle and when the vehicle is parked on even terrain. However, you can get a bit more distance from the rockets by parking the unit on an elevated slope. This allows you fire the rockets at a steeper trajectory, resulting in greater range.
- Make a habit of parking these vehicles in remote areas of the map where they're less likely to be disturbed by enemies traveling between control points or other high-traffic areas. However, once you start firing rockets, your position will be easy to spot. So make a habit of moving the vehicle after you've fired a volley of rockets. Staying in one position too long can make you an easy target for enemy aircraft and counter-artillery bombardments.
- When encountering enemy vehicles at close range, these vehicles are defenseless unless equipped with one of the unlocked weapon upgrades, such as the ATACMS or TOW missiles. These weapons are far more accurate against nearby targets than the standard rockets. Enemy infantry are more problematic. The Proximity Defense upgrade deploys toxic smoke around the vehicle, giving you a chance to escape.

Gunship

The gunship is a new gameplay concept introduced by Armored Kill, rewarding one team with a powerful airborne weapons platform. In Conquest matches there is one control point on each of the new maps that spawns a gunship. Once captured, the control point grants the controlling team access to the gunship. During Rush matches, the attacking US team always has access to a gunship. Unlike in other aircraft, there is no pilot position in the gunship. Instead, the aircraft orbits around the map on its own with two crew positions accessible from the Spawn screen. Each gunner position is equipped with a port-mounted cannon as well as a top-mounted anti-aircraft turret. The 25mm cannon is capable of rapid fire, spitting out up to 30 rounds of high-explosive rounds in quick succession before entering a short reload phase. The 105mm cannon is essentially a tank gun mounted on the side of the aircraft. This heavy weapon fires one armor-piercing shell at a time, capable of disabling most ground vehicles with a single hit. In addition to serving as an awesome ground-attack aircraft, the gunship is also a mobile spawn point, dropping troops over the battlefield along its circular flight path.

Gunship

Nationality: US and RU Description: Heavily armored ground-attack vehicle with mounted HMG and cannon.

Vehicle Performance	
Speed	☐🟨🟨☐☐
Armor	☐🟨🟨☐☐
Firepower	☐🟨🟨🟧🟥

Vehicle Occupancy

Seat	Position	Weapon
1	Gunner	25mm Cannon/Anti-Air Turret
2	Gunner	105mm Cannon/Anti-Air Turret

Field Notes

This converted cargo aircraft is equipped with two powerful cannons capable of tearing apart any ground vehicle. But this slow-moving aircraft is an easy target for enemy aircraft and anti-aircraft units on the ground. Fortunately, the gunship can take heavy damage before falling out of the sky. The anti-aircraft turrets and IR flares help defend the gunship against enemy aircraft and incoming missiles.

Gunship Tactics

- Before using the gunship's para-drop option to deploy, monitor the gunship's position on the Spawn screen's map. Don't jump out of the plane until the gunship is flying next to your intended destination. This will allow you to drop close to your target and perform a low-altitude deployment of your parachute. Freefall as long as possible to avoid becoming an easy target for enemy troops on the ground. The longer you drift in your parachute, the more likely you are to be spotted and hunted down.
- What the gunship's 25mm cannon lacks in stopping power, it makes up for in volume and rate of fire. This weapon functions similar to the chin turrets found on the AH-1Z and Mi-28 attack helicopters. A steady barrage of 25mm rounds can disable and eventually destroy a tank. For a closer view of the target, activate the zoom function for 3x magnification. While the weapon is reloading, scan the skies by switching to the anti-aircraft turret.
- Due to the gunship's constant movement, accurately firing the 105mm cannon can be a little tricky. For starters, don't fight the controls. Instead, aim ahead of your target and let the gunship's movement do the rest. As the reticle passes over the target, fire. The white dot in the center of the reticle is your aim point—wherever this dot is aimed, your shell will go, regardless of the gunship's movement. Like the 25mm cannon, this weapon is also equipped with a 3x zoom magnification option, offering a slightly more detailed view of the target. The camera's default infrared display also makes it easy to spot the heat signatures of enemy vehicles and troops—look for the bright, white dots.
- Each crew position has access to an anti-aircraft turret mounted atop the aircraft. These turrets can rotate 360 degrees and fire streams of hot lead at enemy aircraft, similar to the Centurion C-RAM or PANTSIR S-1. Since the turrets are mounted on top of the aircraft, they have no way of targeting enemy aircraft flying below the gunship. So when attacking a gunship in a jet or helicopter, stay just below the aircraft's wings to stay outside the coverage of its anti-aircraft turrets.
- The gunship can sustain heavy damage, but it cannot be repaired. The aircraft's health does not regenerate on its own, either, unlike other vehicles. Since all damage is permanent, take extra steps to keep the gunship airborne. Shoot down enemy jets and helicopters with the anti-aircraft turrets and deploy IR flares to fool incoming missiles. Keep a close eye on the gunship's health and be ready to bail out before it reaches 1 percent. When the gunship's health reaches zero, the aircraft simply explodes, giving you no time to bail out. It takes a full minute for a new gunship to appear, assuming your team still controls the associated control point during Conquest matches. In Rush matches the attacking team always has access to a gunship.

Compendium

Armored Kill Multiplayer Scoring

Multiplayer Scoring System

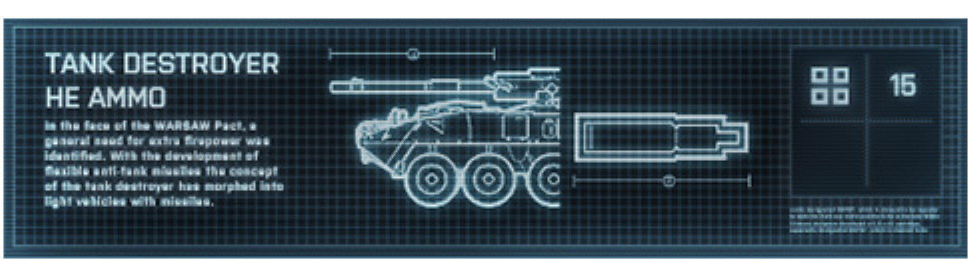
Action	Points	Description
Attack Order Followed	20	Have a squadmate follow the attack order.
Avenger Bonus	10	Kill an enemy within 3 seconds of him killing a friendly.
Comeback	10	Come back from a streak of 5 or more consecutive deaths. Score is number of consecutive deaths x10.
Defend Order Followed	20	Have a squadmate follow the defend order.
Designated Target Hit	100	Score is based on how much damage the locked missile does.
Destroyed Explosive	20	Destroy an enemy explosive (claymore, mine, or C4).
Dog Tag Savior	50	Rescue a teammate about to be stabbed.
Double Kill	40	Kill 2 enemies within 0.8 second of each other.
Driver Assist	10	Have a passenger in your vehicle kill an enemy.
Enemy Down	100	Kill an enemy.
Equipment Destroyed	20	Destroy a stationary weapon that is occupied by an enemy or equipment placed by an enemy, such as an EOD Bot, MAV, mortar, radio beacon, SOFLAM, or T-UGS.
Flag Capture Assist	50	Participate in a flag capture.
Flag Captured	250	Capture a flag.
Flag Defend	20	Kill someone while you or the victim is in the radius of a flag owned by your team.
Flag Neutralize Assist	150	Participate in a flag neutralization.
Flag Neutralized	200	Neutralize an enemy flag.
Headshot Bonus	10	Kill an enemy with a headshot.
Heal	10	Heal points are awarded for every 20% health healed on a friendly.
Kill Assist	10–100	Do at least 10 points of damage to an enemy and have a teammate finish the job. Note that this caps out at 100 (healing can restore the enemy's hit points).
Killstreak Stopped	10/td>	Kill an enemy who has made 6 or more kills without dying. The score awarded is the number of kills in the enemy's streak x10.
Marksman Bonus	100+	Score a headshot with a sniper rifle. Score is distance to the target.
M-COM Armed	100	Arm an M-COM station.
M-COM Attack Kill	20	Kill an enemy that is disarming the crate.
M-COM Defense Kill	20	Kill an enemy that is arming the crate.
M-COM Destroyed	500	Destroy an M-COM station.
M-COM Disarmed	200	Disarm an M-COM station.
Motion Sensor Assist	20	An enemy was killed while in your MAV's motion sensor range.
Motion Sensor Assist	20	An enemy was killed while in your T-UGS motion sensor range.
Multiple Kill	100	Kill 4 or more enemies within 0.8 second of each other.
Nemesis Kill	10	Kill the same enemy 6 or more times. The score awarded is the number of kills x10.
Nemesis Payback	10	Kill your nemesis. The score awarded is the number of times your nemesis has killed you x10.
Repair	10	Repair vehicle points are given for every 10% of damage repaired.
Resupply	10	Resupply a teammate.
Road Kill	10	Run over an enemy.
Savior Bonus	20	Kill an enemy within 2 seconds of him dealing 50–99% of damage to a friendly.
Spot Bonus	10	Spot an enemy and have a teammate make the kill.
Squad Attack Order	20	Attack an objective that the leader has designated.
Squad Defend Order	20	Defend an objective that the leader has designated.
Squad Driver Assist	20	Have a squadmate who is a passenger in your vehicle make a kill.
Squad Eliminated	10	Kill all members in a squad.
Squad Heal	20	Heal a squadmate.
Squad Passenger Assist	20	Have a squadmate who is driving your vehicle make a kill.
Squad Repair	20	Repair vehicle points are given for every 10% of damage repaired.
Squad Resupply	20	Resupply a squadmate.
Squad Revive	110	Revive a squadmate.
Squad Spawn on You	10	Have a squadmate spawn on you.
Suppression Assist	50	Suppress an enemy and have a teammate make the kill.
Target Designated	10	Lock on to an enemy vehicle with the target designator.
Team Passenger Assist	10	Have the driver in your vehicle kill an enemy.
Team Revive	100	Revive a teammate.
Triple Kill	60	Kill 3 enemies within 0.8 second of each other.
Vehicle Destroy	50	Destroy a vehicle within 10 seconds of an enemy leaving it.
Vehicle Destroy Assist	10–100	Do at least 10 points of damage to an enemy vehicle and have a teammate destroy it. Points are awarded are based on how much damage was done.
Vehicle Disabled	100	Disable a vehicle.

Compendium

Armored Kill Vehicle Assignments

Armored Kill Vehicle Assignments

Explosive Danger


TANK DESTROYER
HE AMMO
In the face of the WARSAW Pact, a general need for extra firepower was identified. With the development of flexible anti-tank missiles the concept of the tank destroyer has morphed into light vehicles with missiles.
15

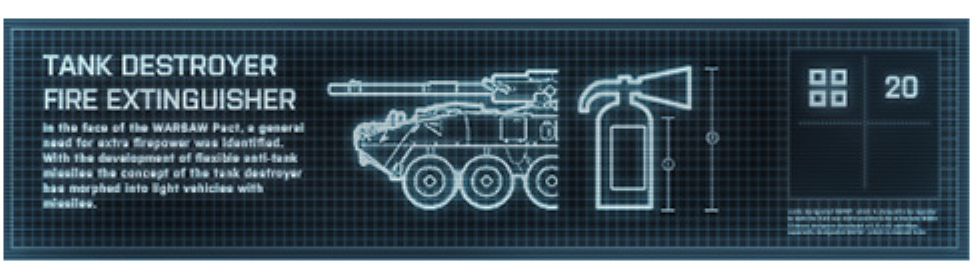
Criteria:

- Get 15 kills with a tank destroyer.

Reward:

Unlocks HE ammunition for tank destroyers.

Need Repair


TANK DESTROYER
FIRE EXTINGUISHER
In the face of the WARSAW Pact, a general need for extra firepower was identified. With the development of flexible anti-tank missiles the concept of the tank destroyer has morphed into light vehicles with missiles.
20

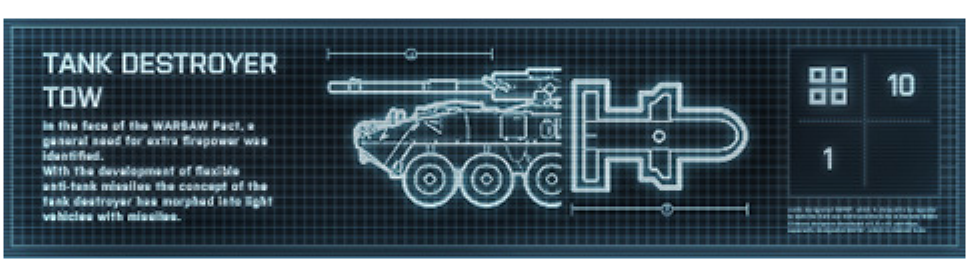
Criteria:

- Repair 20 friendly vehicles.

Reward:

Unlocks fire extinguisher for tank destroyers.

Wired Attack


TANK DESTROYER
TOW
In the face of the WARSAW Pact, a general need for extra firepower was identified.
With the development of flexible anti-tank missiles the concept of the tank destroyer has morphed into light vehicles with missiles.
10
1

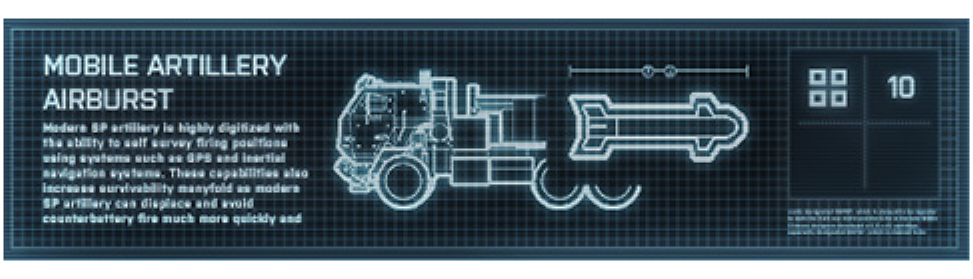
Criteria:

- Destroy 10 tank destroyers.
- Destroy 1 mobile artillery.

Reward:

Unlocks TOW for tank destroyers.

Rocket Specialist


MOBILE ARTILLERY
AIRBURST
Modern SP artillery is highly digitized with the ability to self survey firing positions using systems such as GPS and inertial navigation systems. These capabilities also increase survivability manyfold as modern SP artillery can displace and avoid counterbattery fire much more quickly and
10

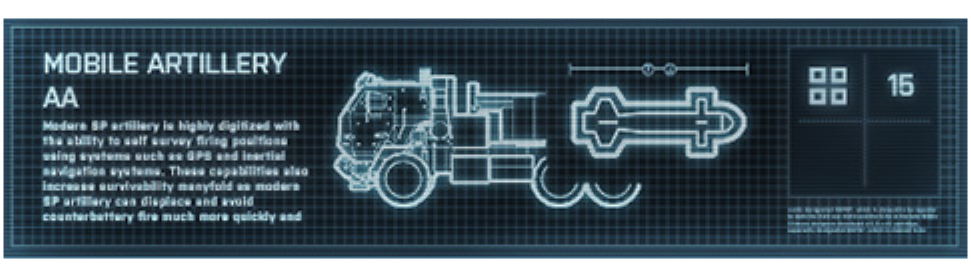
Criteria:

- Get 10 kills with mobile artillery.

Reward:

Unlocks air-burst missiles for mobile artillery.

Anti-Air Support


MOBILE ARTILLERY
AA
Modern SP artillery is highly digitized with the ability to self survey firing positions using systems such as GPS and inertial navigation systems. These capabilities also increase survivability manyfold as modern SP artillery can displace and avoid counterbattery fire much more quickly and
15

Criteria:

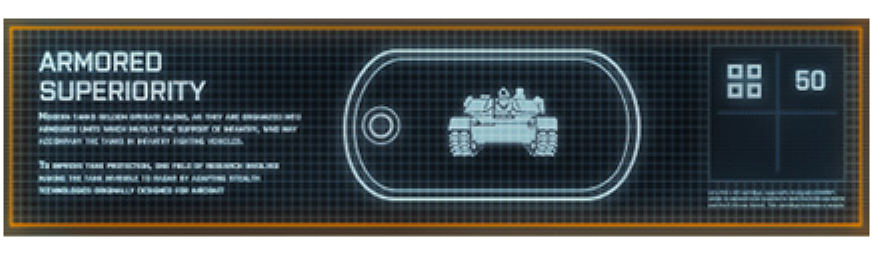
- Get 15 kills in the gunship.

Reward:

Unlocks anti-air missiles for mobile artillery.

Premium Vehicle Assignments

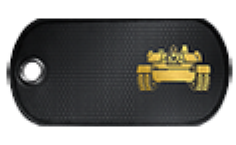
Armored Superiority


ARMORED
SUPERIORITY
50

Criteria:

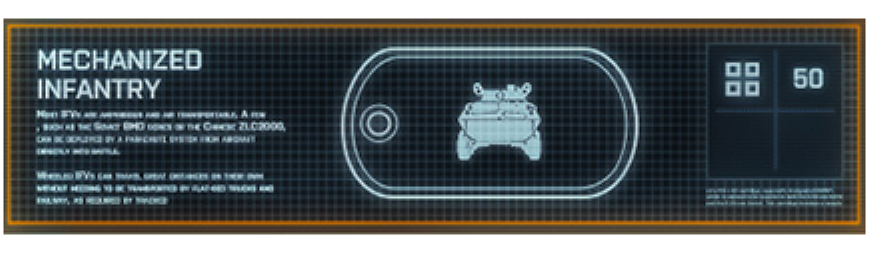
- Get 50 kills in MBTs.

Reward:



Armored Superiority Dog Tag

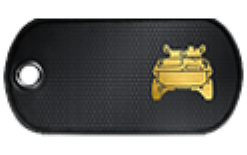
Mechanized Infantry


MECHANIZED
INFANTRY
50

Criteria:

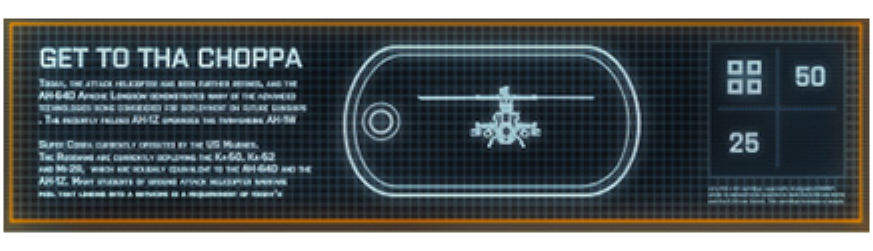
- Get 50 kills in IFVs.

Reward:



Mechanized Infantry Dog Tag

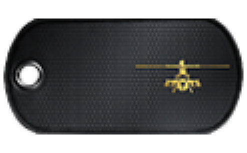
Get to tha Choppa


GET TO THA CHOPPA
50
25

Criteria:

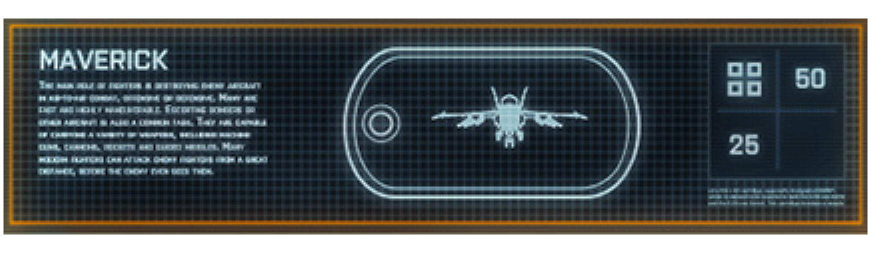
- Get 50 kills with scout or attack helicopters.
- Destroy 25 MBTs with scout or attack helicopters.

Reward:



Get to tha Choppa Dog Tag

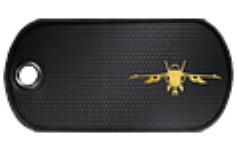
Maverick


MAVERICK
50
25

Criteria:

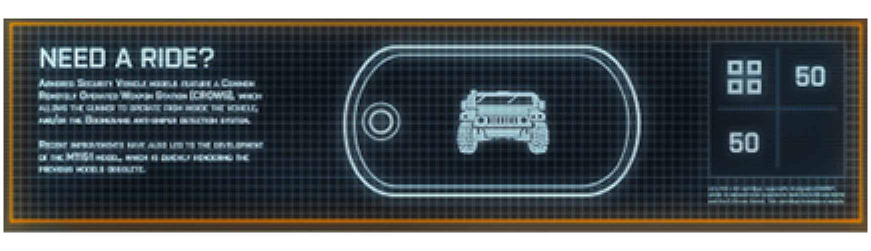
- Get 50 kills with jets.
- Destroy 25 attack or scout helicopters with jets.

Reward:



Maverick Dog Tag

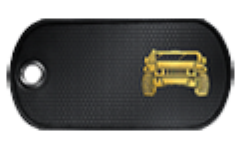
Need a Ride?


NEED A RIDE?
50
50

Criteria:

- Get 50 kills in jeeps, boats, quads, or transport helicopters.
- Get 50 squad driver assists.

Reward:

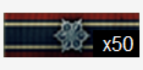


Need a Ride? Dog Tag

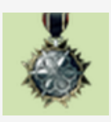
Compendium

Armored Kill Ribbons, Medals & Dogtags

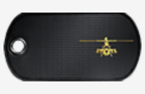
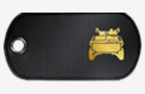
Armored Kill Ribbons

Ribbon	Name	Criteria	Points
	Domination Winner Ribbon	Win a Domination round.	500
	Gun Master Winner Ribbon	Win a Gun Master round.	500
	Tank Superiority Winner Ribbon	Win a Tank Superiority round.	500

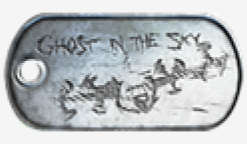
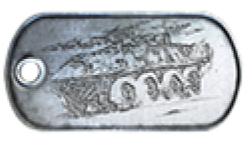
Armored Kill Medals

Medal	Name	Criteria	Points
	Domination Medal	Obtain the Domination Winner Ribbon 50 times	10000
	Gun Master Medal	Obtain the Gun Master Winner Ribbon 50 times.	10000
	Tank Superiority Medal	Obtain the Tank Superiority Winner Ribbon 50 times.	10000

Armored Kill Dog Tags (Left)

Dog Tag	Name	Criteria
	Mobile Artillery Proficiency	Obtain Mobile Artillery Service Star 1.
	Tank Destroyer Proficiency	Obtain Tank Destroyer Service Star 1.
	Armored Superiority	Complete assignment Armored Superiority.
	Get to tha Choppa	Complete assignment Get to tha Choppa.
	Maverick	Complete assignment Maverick.
	Mechanized Infantry	Complete assignment Mechanized Infantry.
	Need a Ride?	Complete assignment Need a Ride?
	Premium Basic	Become a Battlefield 3 Premium member.

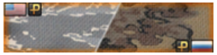
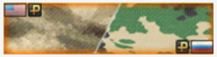
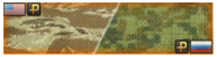
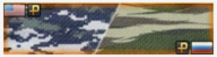
Armored Kill Dog Tags (Right)

Dog Tag	Name	Criteria
	Attack from Above	Own Armored Kill expansion pack.
	Domination	Obtain Domination medal one time.
	Gun Master	Obtain Gun Master medal one time.
	Gunship	Own Armored Kill expansion pack.
	Mobile Artillery Vehicle Mastery	Obtain Mobile Artillery Service Star 1.
	Mobile Artillery Service 5 Stars	Obtain Mobile Artillery Service Star 5.
	Mobile Artillery Service 10 Stars	Obtain Mobile Artillery Service Star 10.
	Mobile Artillery Service 25 Stars	Obtain Mobile Artillery Service Star 25.
	Mobile Artillery Service 50 Stars	Obtain Mobile Artillery Service Star 50.
	Mobile Artillery Service 100 Stars	Obtain Mobile Artillery Service Star 100.
	Mobile Tank Destroyer Vehicle Mastery	Obtain Tank Destroyer Service Star 1.
	Mobile Tank Destroyer 5 Stars	Obtain Tank Destroyer Service Star 5.
	Mobile Tank Destroyer 10 Stars	Obtain Tank Destroyer Service Star 10.
	Mobile Tank Destroyer 25 Stars	Obtain Tank Destroyer Service Star 25.
	Mobile Tank Destroyer 50 Stars	Obtain Tank Destroyer Service Star 50.
	Mobile Tank Destroyer 100 Stars	Obtain Tank Destroyer Service Star 100.
	Road Kill	Own Armored Kill expansion pack.
	Rocket Attack	Own Armored Kill expansion pack.
	Tank Destroyer	Own Armored Kill expansion pack.
	Tank Superiority	Obtain Tank Superiority medal one time.

Compendium

Armored Kill Camos

Premium Soldier Camo

Camo	US Camo	RU Camo
	Navy Blue Digital	Woodland Oak
	Tactical	Berkut
	Desert Stripe	Digital Woodland
	Navy Blue Digital	Woodland Stripe

Compendium

Armored Kill Achievements & Trophies

Armored Kill Achievements and Trophies

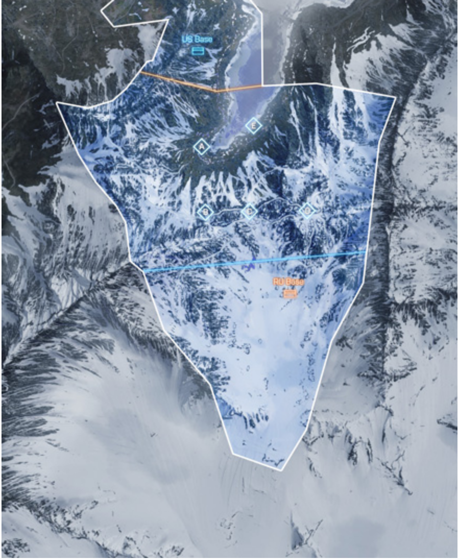
Image	Name	Criteria	Gamerscore	Trophy
	Death from Above	Get one kill with the gunship.	20	Bronze
	Destroyer	Get 10 kills each with tank destroyer and mobile artillery.	30	Silver
	Drop Ship	Destroy the gunship.	30	Silver
	Offroad	Get one kill with the quad bike.	20	Bronze
	Superiority	Win a Tank Superiority round.	20	Bronze

Armored Kill Battlefields

Alborz Mountain

Alborz Mountain

Conquest



Click here for interactive maps

There are five flags up for grabs in this relatively large Conquest battle. As a result, your team needs to carefully plan out their movements to avoid spreading themselves too thin. As a rule, it's best if your team consolidates their forces around the three flags closest to their base. For the US team this means capturing and holding the mountain village (A), the outskirts (E), and the radio outpost (C). Meanwhile, the RU team should focus on the base camp (B), radio outpost (C), and radar station (D). Once at least three flags are captured, the opposing team will begin losing tickets at a steady rate. If manpower allows, or when playing with more than 32 players, consider a more aggressive approach, capturing four or all five flags. Regardless of what happens during a match, both teams should always strive to hold onto the radio outpost (C) flag because it provides each team with a gunship. In a close match, the firepower afforded by the gunship can make a huge difference.

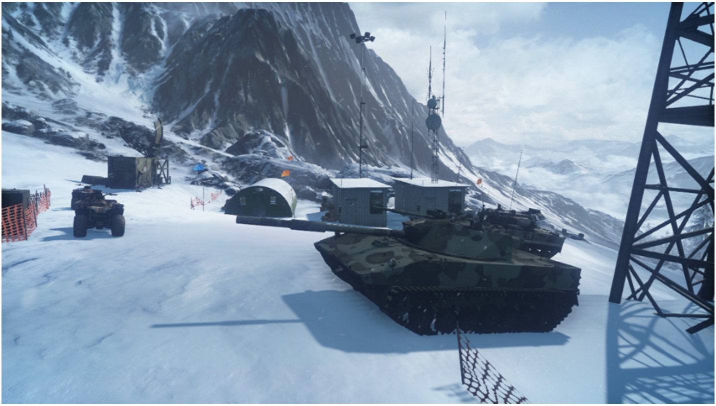
US Base

Base Assets

Name	Quad Bike	LAV-AD	M1128	AH-1Z Viper	F/A-18E Super Hornet
Quantity	2	1	2	1	2
Respawn Time	5 sec.	20 sec.	20 sec.	60 sec.	40 sec.

The US team deploys from the north side of the map, along the western bank of the lake. Ground units starting here have a good chance of capturing the nearby mountain village (A) to the south and outskirts (E) to the east. But it's also important to make a move on the radio outpost (C) near the center of the map. Utilize the M1128s to secure the nearby flags while infantry on the speedy quad bikes rush toward the radio outpost (C). Securing the gunship at the radio outpost (C) early can give the US team a significant advantage. Meanwhile, utilize the AH-1Z Viper and F/A-18E Super Hornets to establish air superiority. The RU team's Mi-28 and SU-35BMs are a constant threat, and the US team's air assets are the best option to neutralize them. The LAV-AD spawned here can also assist in shooting down enemy aircraft. Get it to the radio outpost (C) to help defend the flag from air attacks.

RU Base



Base Assets					
Name	**Quad Bike**	**9K22 Tunguska-M**	**SPRUT-SD**	**Mi-28 Havoc**	**SU-35BM Flanker-E**
Quantity	2	1	2	1	2
Respawn Time	5 sec.	20 sec.	20 sec.	60 sec.	40 sec.

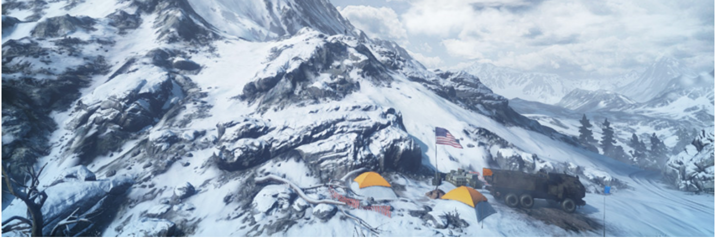
The RU team's deployment area is on the south side of the map, amidst the rugged and snowy terrain of the mountains. Although the RU team begins relatively close to the three southern flags, the difficult terrain can make it challenging to reach them. Focus on securing the radio outpost (C) first, utilizing the quad bikes and Tunguska-M. Meanwhile, dispatch the SPRUT-SD tank destroyers toward the radar station (D) and base camp (B). When possible, always use the roads to reach these control points in an effort to avoid the steep surrounding terrain. The RU team's air assets are necessary to suppress the US aircraft. As long as the US jets and helicopter are engaged, they won't have time to harass the RU team's ground units. Make an effort to capture and hold the three southern control points, then go on the defensive. There's no need to spread your forces too thin, particularly in a close match. Concede the mountain village (A) and outskirts (E) to the US team if necessary.

A: Mountain Village

Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.

Given its close proximity to the US base, this flag is most likely to fall in the hands of the US team early on during the round. However, the RU team shouldn't give up on this control point entirely, especially if all other flags are in friendly hands. Securing a spawn point so close to the US base allows the RU team to lay siege to their opponents. But given the lack of firepower produced by this control point, holding the flag here can be costly, as RU defenders will face an endless onslaught of US vehicles approaching from the north. For the RU team it's often best to concede this flag to the US team rather than suffer heavy casualties trying to defend it. The wooden shacks surrounding the flag don't offer great protection, but they still serve as good hiding spots from which to convert the flag. Using the quad bike spawned here it's easy to reach the outskirts (E) to the northeast and the radio outpost (C) to the north.

B: Base Camp

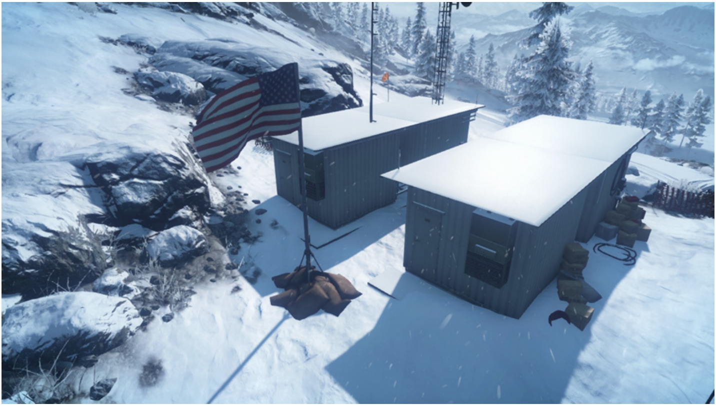


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
M142 (1)	BM-23 (1)	60 sec.

In better times, this location served as a high-altitude camp frequented by climbers seeking to scale the rocky face of the nearby mountain. But now both sides are fighting over this camp to gain a strategic foothold on the region. Since this flag spawns rocket artillery units for both teams, expect heavy fighting here. The open terrain and sparse cover make this control point relatively easy to attack but difficult to defend. There are virtually no hiding spots for defenders, making them vulnerable to bombardment by armored units and aircraft, including the gunship. As a result, a passive defense utilizing mines and C4 is preferable. Recon troops spawning here have a great line of sight on the areas to the east, including the radio outpost (C). Likewise, the M142 and BM-23 artillery units spawned here have a relatively clear view of the flags to the east, making it easy to rain down rockets on opponents from an impressive range.

C: Radio Outpost

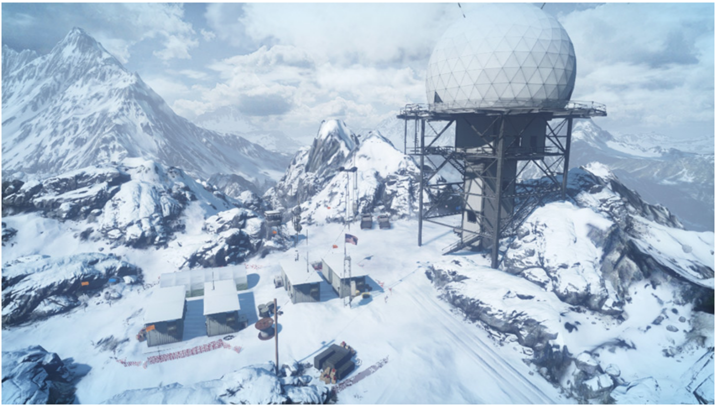


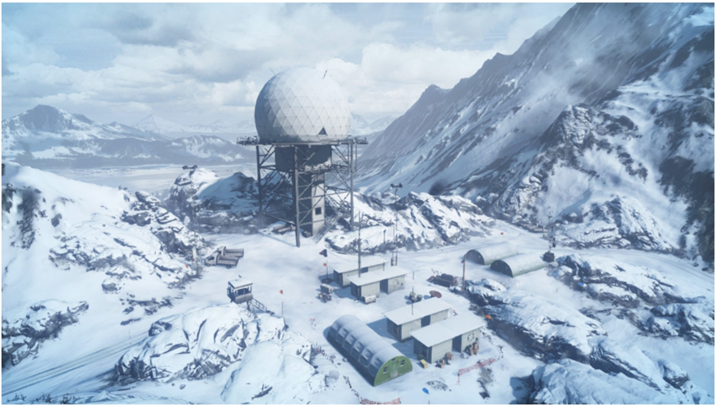
Control Point Assets

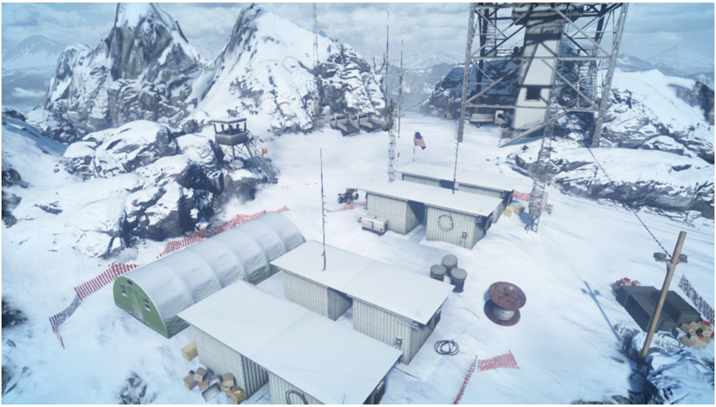
US Control	RU Control	Respawn Time
Gunship (1)	Gunship (1)	60 sec.

It may not look like much, but this unassuming control point in the middle of the mountain range is one of the most critical locations on the map. Whichever team controls this flag gains access to a gunship. The gunship is an extra air asset that orbits the battlefield, serving as a mobile weapons platform and infantry spawn point. Controlling the gunship can easily turn the tide of any match, so expect heavy fighting here. With the exception of two small structures near the flagpole, there isn't much cover. Defending infantry should watch the flag from a distance, using the surrounding rocks for cover and concealment. This area is often rushed by vehicles, such as quad bikes, so don't overlook the importance of placing mines along the connecting roads. Be ready to fend off attackers approaching from the nearby base camp (B) or radar station (D) control point.

D: Radar Station



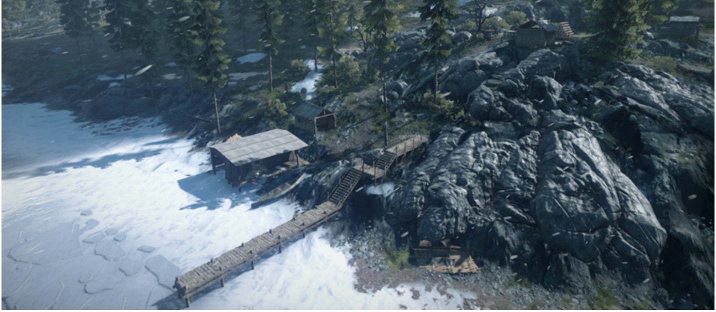


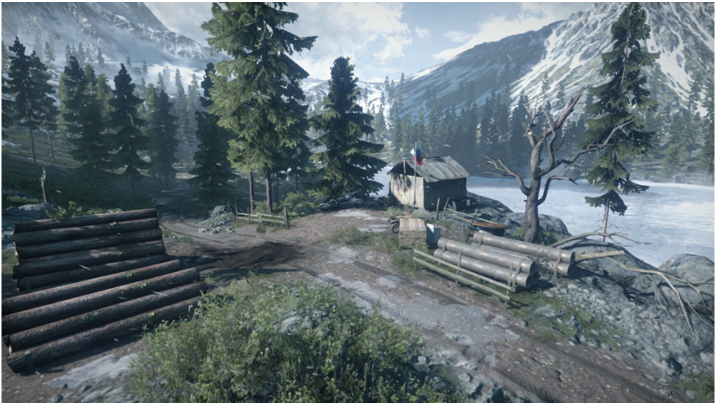


Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.

The massive, domed radar tower at this control point stands out, even amid the surrounding mountains. Sitting on the southeast side of the map, this control point is well within the RU team's sphere of influence, situated only a few hundred meters from their base. But outside the great view offered by the radar tower, this isn't a high-value control point, spawning only one quad bike for each team. Still, the RU team should work to maintain this control point throughout the match as it provides them with a spawn point close to the radio outpost (C) only a short distance to the west. The radar tower is a popular sniping perch for recon troops. From the tower's upper-level catwalk it's possible to monitor the surrounding roads as well as engage targets as far away as the base camp (B) to the west or outskirts (E) to the north. The flagpole here is surrounded by several buildings, providing plenty of hiding spots for infantry seeking to capture or contest the flag.

E: Outskirts

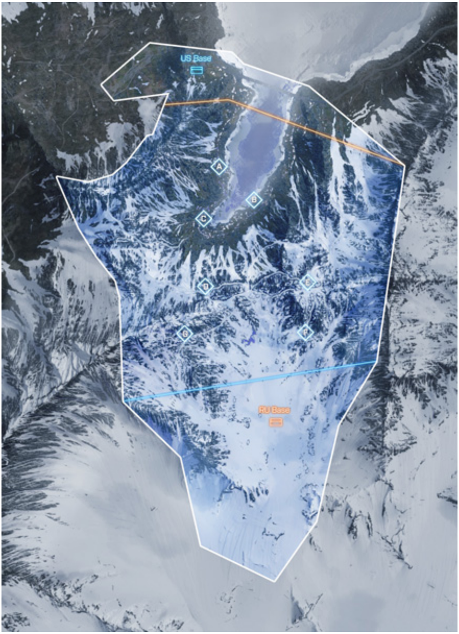




Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.

This small logging camp is directly east of the US base, on the opposite side of the frozen lake. As a result, there's a good chance the US team will capture the outskirts (E) early during the round. But oftentimes, this control point is left undefended, making it easy for the RU team to sneak in and capture the flag. The RU team should only attempt to defend this point if they already hold the other four flags. This position makes it easy to engage US vehicles rushing across the frozen lake to the west. Given its rather isolated location, intense fighting over this flag is rare. Once it's captured, a single squad (consisting mostly of engineers and support troops) should have no problem locking down this control point. However, watch out for enemy recon troops posted on the domed tower at the radar station (D)—utilize the nearby rocks and dense foliage to prevent getting sniped.

Conquest 64



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This variant of the map introduces two more control points as well as more ground and air vehicles. Even with 64 players, it's important to manage your team to prevent spreading your units too thin across this massive alpine map. There are seven flags up for grabs in this Conquest battle, so start off conservatively by securing the four flags closest to your team's base. This means the US team should attempt to capture the fishing huts (A), outskirts (B), mountain village (C), and radar station (E). Meanwhile, the RU team should focus on controlling the base camp (D), radar station (E), communication station (F), and cave outpost (G). Consolidating your forces around four flags initiates the drain on the opposing team's ticket count, helping give your team the lead. If manpower allows, branch out and try to capture one or two more flags. But in the process, don't leave any of your team's flags undefended. If the enemy wants your control points, make them fight for them. In particular, make an effort to capture and hold the radar station (E) throughout the match so your team can control the gunship. Be ready to support attack and defensive efforts around the radar station (E), as it will most likely see the heaviest action.

US Base

Base Assets

Name	Quad Bike	Growler ITV	LAV-AD	M1128	M1 Abrams	UH-1Y Venom	AH-1Z Viper	F/A-18E Super Hornet
Quantity	1	2	1	2	1	1	1	2
Respawn Time	5 sec.	20 sec.	40 sec.	40 sec.	60 sec.	90 sec.	60 sec.	40 sec.

The US team begins the battle on the north side of the map, along the west bank of the frozen lake. While there are plenty of vehicles to go around, be careful not to leave any teammates stranded at the base. The M1128 tank destroyers are very efficient troop transports, ideal for moving infantry to the nearby control points. Use the fast-moving UH-1Y Venom, Growler ITV, and quad bike to rush distant control points like the base camp (D) and radar station (E) while the rest of the team focuses on the northern flags along the banks of the lake. Throughout the battle don't forget to return to the US base to retrieve freshly spawned vehicles. Hot spots like the radar station (E) can benefit from armored reinforcements, both when attacking and defending. Always maintain a presence in the air to help counter the threat posed by the RU team's jets and helicopters. Friendly units are particularly vulnerable to air strikes when defending the central control points along the mountain range. The primary role of the US jets is to keep friendly ground units safe, so choose your loadout accordingly.

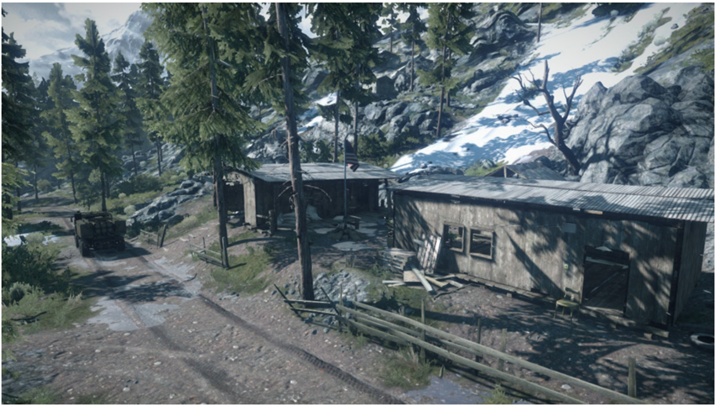
RU Base

Base Assets

Name	Quad Bike	VDV Buggy	9K22 Tunguska-M	SPRUT-SD	T-90A	KA-60 Kasatka	Mi-28 Havoc	SU-35BM Flanker-E
Quantity	1	2	1	2	1	1	1	2
Respawn Time	5 sec.	20 sec.	40 sec.	40 sec.	60 sec.	90 sec.	60 sec.	40 sec.

The southern slope of the mountain range serves as the deployment area for the RU team, putting them within striking distance of the highly contested radar station (E) control point. This flag should be rushed early with the KA-60 helicopter while the ground units scatter to capture the remaining control points situated along the mountain range. If the RU team acts quickly they can capture the four mountain-based flags and initiate a drain on the US team's ticket count. The quad bike, VDV Buggy, and SPRUT-SD tank destroyers are all instrumental in capturing these flags early on. As the ground forces spread out along the mountain range, use the Mi-28 and SU-35BMs to provide cover from the air. RU vehicles traveling along the mountain roads are easy targets for enemy aircraft. So be ready to engage the US jets and helicopters in an effort to protect your teammates on the ground. Get the 9K22 Tunguska-M to the radar station (E) as fast as possible to help provide an extra layer of air defense.

A: Fishing Huts

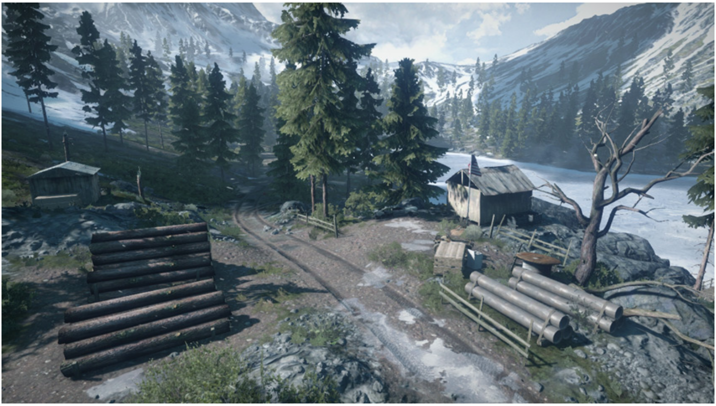


Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	VDV Buggy (1)	20 sec.
M142 (1)	BM-23 (1)	50 sec.

This control point is just south of the US base, making it relatively easy for the US team to capture and hold throughout the course of the battle. The flagpole is situated in a small cluster of small wooden sheds and cabins used to house fishermen and their equipment during more peaceful times. The flag (and its capture radius) can be reached via the narrow dirt road to the east, connecting the control point to the US base and mountain village (C). Both teams gain access to a mobile rocket artillery unit here. For this reason, the US team should put some extra effort into holding onto this flag. If the RU team captures this flag, they can use the BM-23 spawned here to rain down rocket artillery on the US base and its large collection of vehicles. Such siege tactics can be devastating to the US, especially if they possess no other flags or spawn points.

B: Outskirts

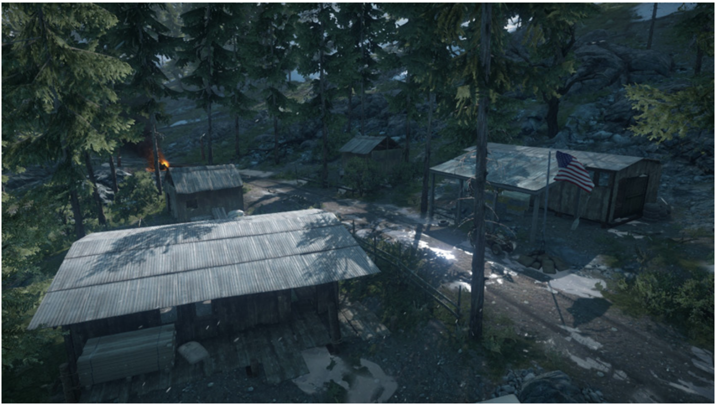


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (2)	Quad Bike (2)	5 sec.

This small logging camp is directly east of the US base, on the opposite side of the frozen lake. As a result, there's a good chance the US team will capture the outskirts (B) early during the round. But oftentimes, this control point is left undefended, making it easy for the RU team to sneak in and capture the flag. The RU team should only attempt to defend this point if they already hold the other six flags. This position makes it easy to engage US vehicles rushing across the frozen lake to the west. Given its rather isolated location, intense fights over this flag are rare. Once it's captured, a single squad (consisting mostly of engineers and support troops) should have no problem locking down this control point. However, watch out for enemy recon troops posted on the domed tower at the radar station (E)—utilize the nearby rocks and dense foliage to prevent getting sniped.

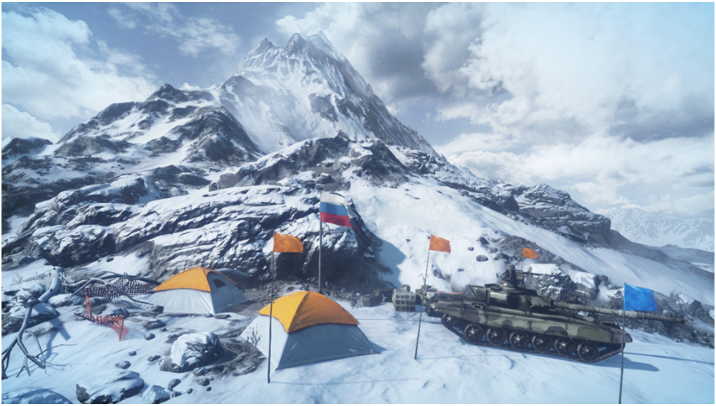
C: Mountain Village

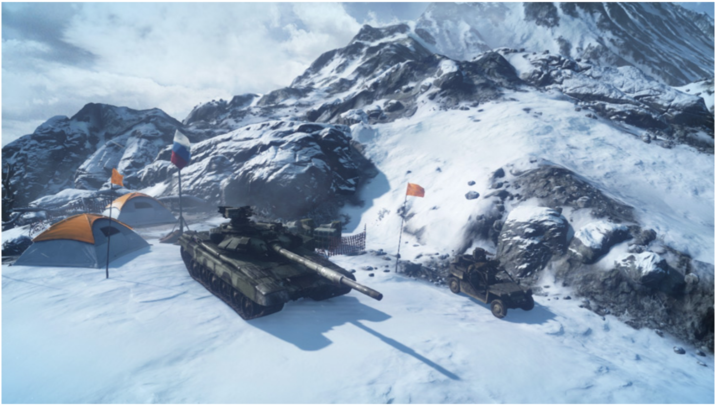


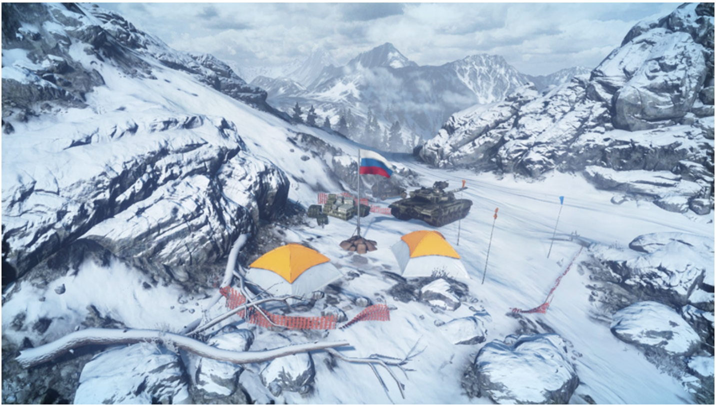
Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (2)	Quad Bike (2)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.

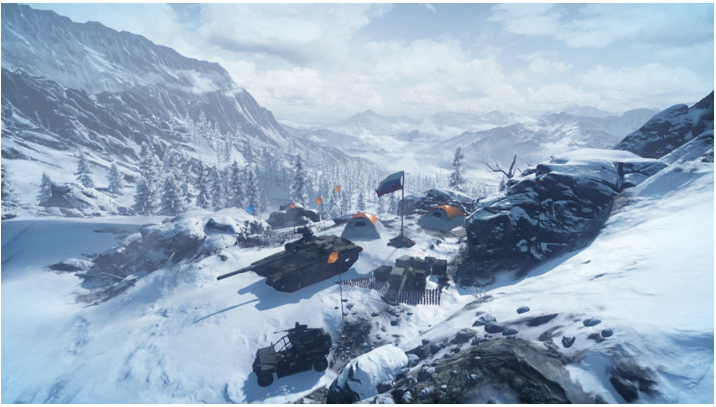
Given its proximity to the US base, this flag is most likely to fall in the hands of the US team early on during the round. However, the RU team shouldn't give up on this control point entirely, especially if all four mountain-based flags are under their control. Securing a spawn point so close to the US base allows the RU team to branch out and hit the fishing huts (A) and outskirts (B). But given the lack of firepower produced by this control point, holding the flag here can be costly, as RU defenders will face an endless onslaught of US vehicles approaching from the north. For the RU team it's often best to concede this flag to the US team rather than suffer heavy casualties trying to defend it. The wooden shacks surrounding the flag don't offer great protection, but they still serve as good hiding spots from which to convert the flag. Using the quad bikes spawned here it's easy to reach the outskirts (B) to the northeast and the radar station (E) to the north.

D: Base Camp





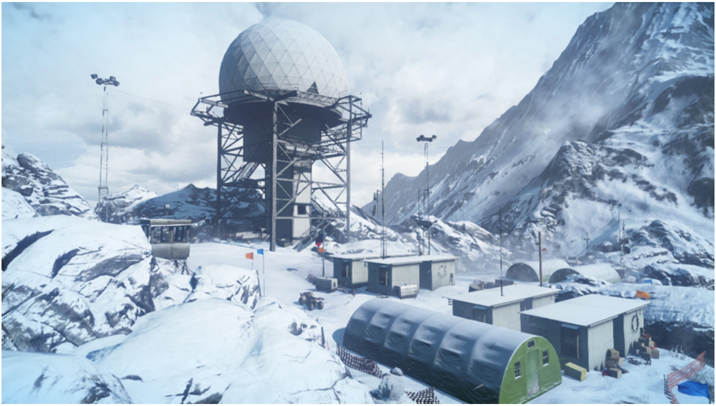


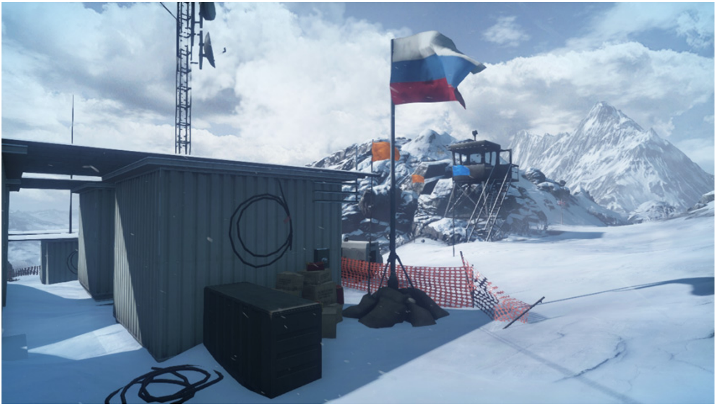


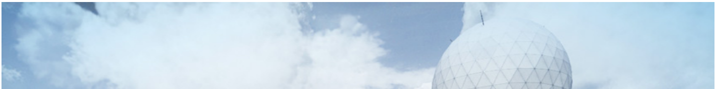
Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Growler ITV (1)	VDV Buggy (1)	20 sec.
M1 Abrams (1)	T-90A (1)	60 sec.

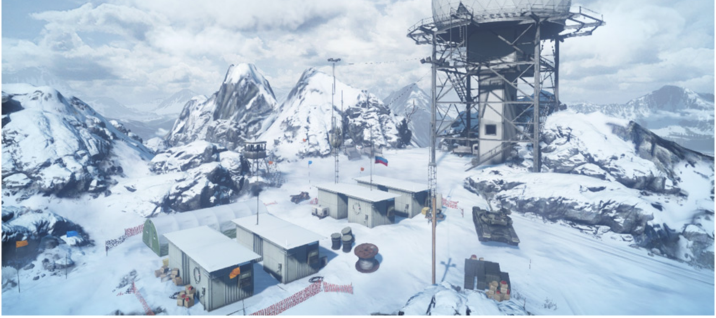
In better times, this location served as a high-altitude camp frequented by climbers seeking to scale the rocky face of the nearby mountain. But now both sides are fighting over this camp to gain a strategic foothold on the region. Since this flag spawns rocket artillery units for both teams, expect heavy fighting here. The open terrain and sparse cover make this control point relatively easy to attack but difficult to defend. There are virtually no hiding spots for defenders, making them vulnerable to bombardment by armored units and aircraft, including the gunship. As a result, a passive defense utilizing mines and C4 is preferable. Recon troops spawning here have a great line of sight on the areas to the east, including the radar station (E). The M1 Abrams and T-90A tanks spawned here provide both teams with some much-needed firepower to defend this flag and the surrounding control points. But it's best to move these tanks out soon, as they pose a tempting target for enemy aircraft.

E: Radar Station









Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
M1 Abrams (1)	T-90A (1)	60 sec.
Gunship (1)	Gunship (1)	60 sec.

The massive, domed radar tower at this control point stands out, even among the surrounding mountains. Sitting on the southeast side of the map, this control point is well within the RU team's sphere of influence, situated only a few hundred meters from their base. In addition to the great view offered by the radar tower, this control point grants the controlling team access to a gunship, making this one of the most fought over pieces of territory on the map. Both teams should rush to this flag early on and try to secure it before the opposing team arrives. Gaining access to the gunship's firepower can significantly alter the course of the battle. In addition to the valuable gunship, both teams also gain a tank when holding this flag. The radar tower is a popular sniping perch for recon troops. From the tower's upper-level catwalk it's possible to monitor the surrounding roads and engage targets as far away as the base camp (D) to the west or outskirts (B) to the north. The flagpole here is surrounded by several buildings, providing plenty of hiding spots for infantry seeking to capture or contest the flag.

F: Communication Station

Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	VDV Buggy (1)	20 sec.
M142 (1)	BM-23 (1)	50 sec.

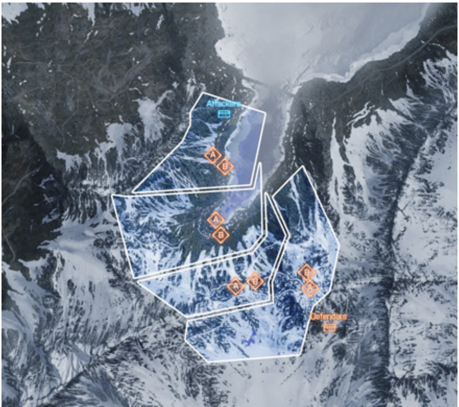
As the closest control point to the RU base, the communication station (F) is likely to be held by the RU team throughout the duration of the match. The control point is positioned on the eastern crest of the mountain range, offering little cover or concealment for infantry or vehicles. Once it's captured, defenders should rely on mines and C4 to surprise attackers, while monitoring the flag from the surrounding rocky terrain. The snow-covered roads here offer quick access to the nearby radar station (E) and base camp (D) control points. Both teams also gain a mobile rocket artillery unit here, ideal for bombarding enemy ground units from long range. If the US team manages to capture this flag they can use the M142 to lay siege to the RU base, located directly to the south. But in a close match, the US team is better off consolidating their forces around the northern control points. Defending this location can be tough given the large number of RU vehicles streaming in from the south.

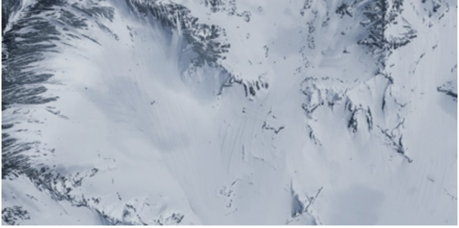
G: Cave Outpost

Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.

The cave outpost (G) control point is in the southwest corner of the map. Given its somewhat remote location and rocky terrain, this flag doesn't see as much action as some of the more centrally placed control points. When possible, race to the flag on a quad bike, Growler ITV, or VDV Buggy. These fast vehicles have the easiest time negotiating the steep terrain, particularly when traveling off-road. Heavier vehicles such as tanks and tank destroyers should utilize the roads when traveling to and away from this flag. The flag can be captured or contested from within the small cave to the west, but the cave is a dead end, so think twice about hiding here. All it takes is a grenade or other explosives to flush defenders out of the shallow cave. The high elevation makes this spot great for monitoring enemy traffic to the east. Recon troops should consider posting a SOFLAM nearby to designate targets loitering around the radar station (E). When leaving the cave outpost (G), always take one of the provided quad bikes unless you prefer long scenic walks through the snow.

Rush





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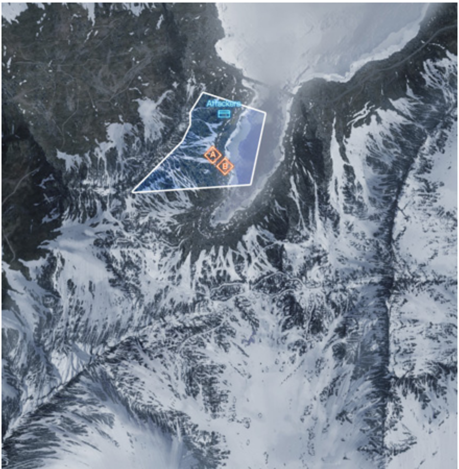
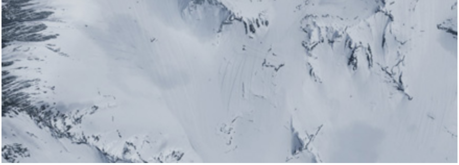
This Rush battle is spread across four zones, starting in the lower elevations near the lake before climbing into the rugged mountain range. While the US attackers maintain a significant vehicle advantage throughout the course of the battle, they'll need to make the most of these assets to secure a victory on this challenging map. In many instances the challenging terrain forces the US attackers to perform predictable frontal assaults on each defensive position. This makes the US vehicles vulnerable to ambushes by the defenders. While the terrain is a hindrance to the US team, the narrow roads and dense forests are a key asset for the RU defenders. Throughout the battle the defenders have access to only one T-90A and a single SU-25TM Frogfoot. This means the defenders are largely an infantry force facing off against an onslaught of US vehicles. While engineers are the most effective at taking out vehicles, the defenders must also rely on recon troops to spot incoming attackers, preferably with MAVs and T-UGS motion sensors. By leveraging the natural choke points and keeping tabs on the whereabouts of the attackers, the RU team has a strong chance of holding out for a victory despite their lack of vehicles.

Zone 1: Fishing Huts





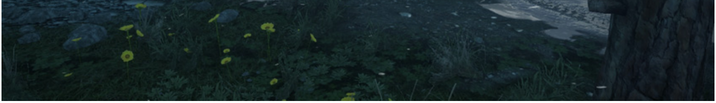
US Deployment

Deployment Area Assets

Name	Quad Bike	M1128	AAV-7A1 AMTRAC	A-10 Thunderbolt	Gunship
Quantity	2	1	1	1	1
Respawn Time	5 sec.	20 sec.	60 sec.	40 sec.	120 sec.

During the opening phase of the battle, the US team deploys on the western bank of the lake, just north of the fishing huts. As usual, the attackers have a significant advantage when it comes to vehicles—try rushing the objectives early with the quad bikes before the RU team can dig in. But once the defenders are situated it takes a concerted effort to push them back before the M-COM stations can be approached and destroyed. Lead the attack with the M1128 tank destroyer, and make sure at least one engineer with a repair tool rides in the back. Without the support of engineers, the M1128 won't last long against the RU team's T-90A. The tank destroyer can gain the upper hand if supported from the air by the A-10 and gunship. Meanwhile, rush the objectives with the AAV-7A1 AMTRAC. This vehicle can serve as a forward spawn point for the whole team, allowing the US to apply constant pressure on the fishing huts and its objectives.

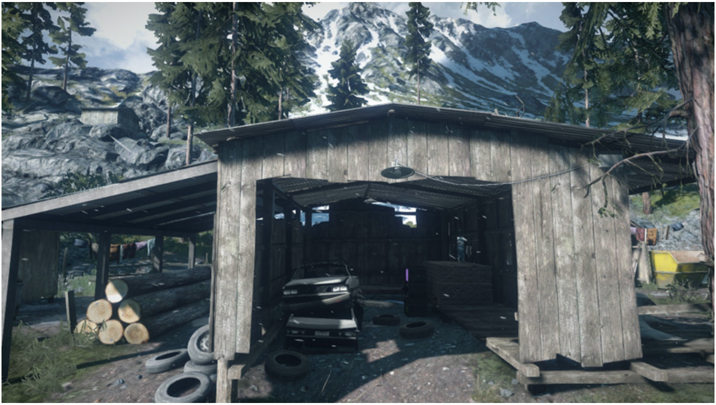
RU Deployment



Deployment Area Assets		
Name	**T-90A**	**SU-25TM Frogfoot**
Quantity	1	1
Respawn Time	60 sec.	40 sec.

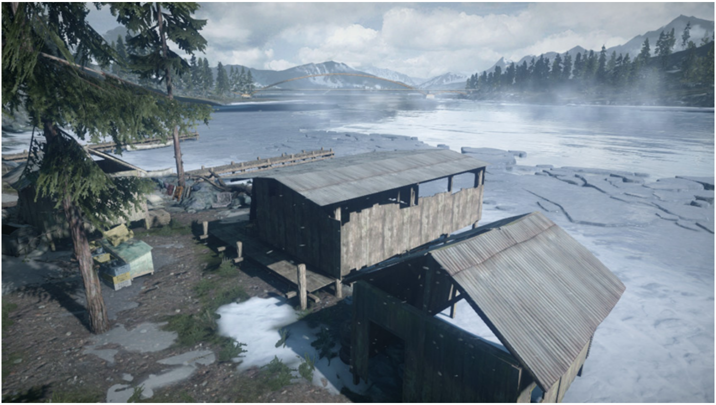
At the start of the battle, the RU team deploys on the south side of the fishing huts, leaving the objectives wide open for early-round attacks. Move the T-90A north as quickly as possible in an effort to secure the objectives. Infantry must sprint toward the objectives and assume a defensive posture. Engineers are necessary to keep the T-90A repaired at all times—their mines and rocket launchers also come in handy for countering the onslaught of US vehicles racing in from the north. While the T-90A and infantry work to secure the fishing huts, get the SU-25TM into the air so it can counter the US team's A-10 and gunship. Although it's a ground-attack aircraft, the SU-25TM is best suited for shooting down the US team's air assets in this battle. Denying the US team close air support is key to weakening their offensive capabilities. When the US aircraft are destroyed, the SU-25TM can assist by strafing the US team's ground vehicles. But the wooded terrain can make strafing runs somewhat dangerous, so watch your altitude.

M-COM Station A



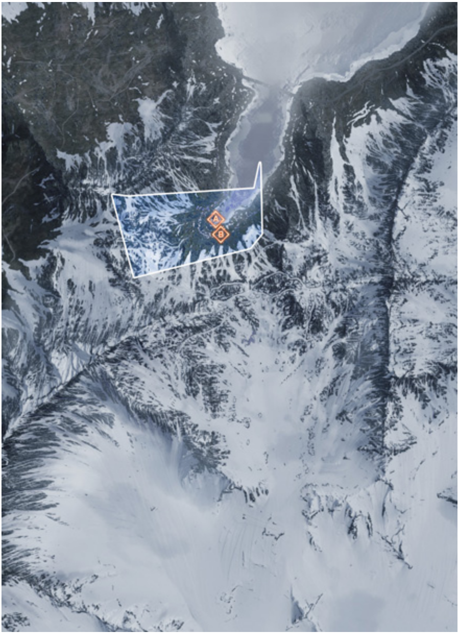
M-COM Station A is the closest objective to the US deployment area and most likely to come under attack first. The US attackers should rush this objective early during the round, preferably with quad bikes or by parachuting out of the gunship. Unless approaching in the T-90A, the RU team has a difficult time reaching this objective before the US team. Sometimes it's better to consolidate defenses around M-COM Station B than to try to defend this distant objective. The M-COM station is housed within a rickety garage adjacent to the dirt road cutting through the fishing huts. The garage's interior is accessible from the road as well as from a narrow doorway on its north side. The wooden walls of the garage will not stand up to heavy fire, making it a poor hiding spot. Instead, defenders should booby-trap the interior and then back off and guard the perimeter.

M-COM Station B

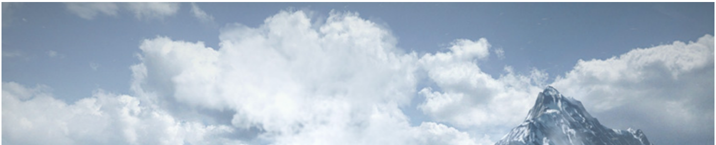


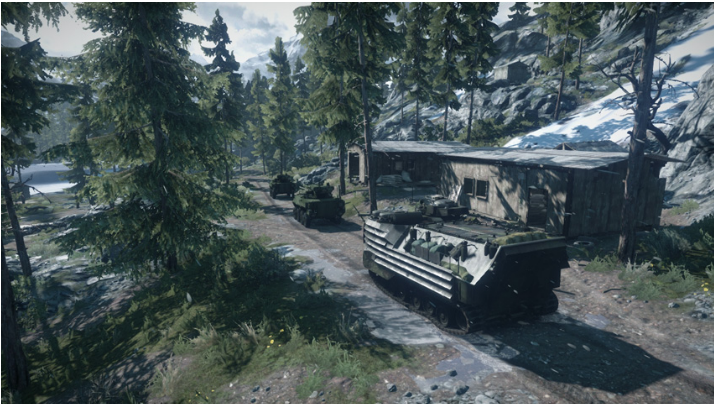
This objective is housed within a wooden boathouse on the western shore of the lake. Given its proximity to the RU deployment area, the defenders have a much easier time reaching and locking down this objective than they do M-COM Station A. For the attackers, it's easiest to reach this boathouse by traveling along the frozen western bank of the lake. The amphibious AAV-7A1 AMTRAC can even approach from the water to the east in an effort to flank the boathouse and act as a forward spawn point. However, defenders should expect most attacks to come along the dirt road from the north. Mining the dirt road and booby-trapping the boathouse's interior is highly advisable. But don't rely solely on passive defenses. If you're not constantly watching, infantry can sneak in from the north or drop in via parachute from the US team's gunship. Consider parking the T-90A in the woods to the south or west to reinforce this position against infantry and vehicle attacks.

Zone 2: Mountain Village



US Deployment



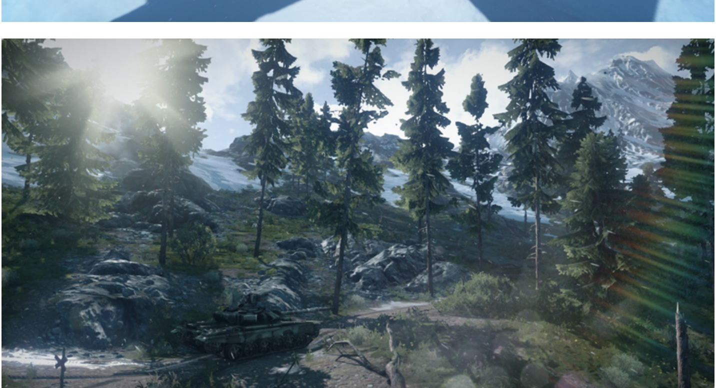


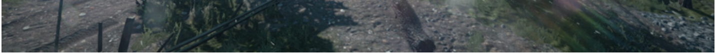
Deployment Area Assets

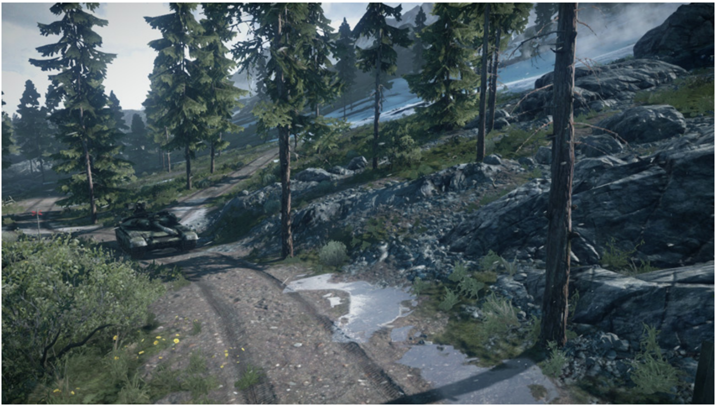
Name	Quad Bike	M1128	AAV-7A1 AMTRAC	A-10 Thunderbolt	Gunship
Quantity	3	2	1	1	1
Respawn Time	5 sec.	20 sec.	60 sec.	40 sec.	120 sec.

After knocking out the first pair of objectives, the US deployment area moves south to the fishing huts. Here the US gains access to an extra quad bike and M1128 tank destroyer, allowing for greater firepower and mobility as they press toward the new objectives at the mountain village. Since the RU team has a few seconds to dig in around the objectives, avoid early-round rushes in quad bikes or parachutes. Instead, lead a coordinated attack on the mountain village with both tank destroyers and the AMTRAC. The firepower of these three vehicles is enough to overwhelm the defenders. At the very least, a frontal assault can serve as a distraction, allowing infantry on quad bikes to stage flanking attacks, hitting the mountain village from the east. Both the A-10 and gunship are great for softening defensive positions, but watch out for the RU team's SU-25TM. If left unchallenged, the SU-25TM can seriously hinder the advance by the tank destroyers and AMTRAC.

RU Deployment



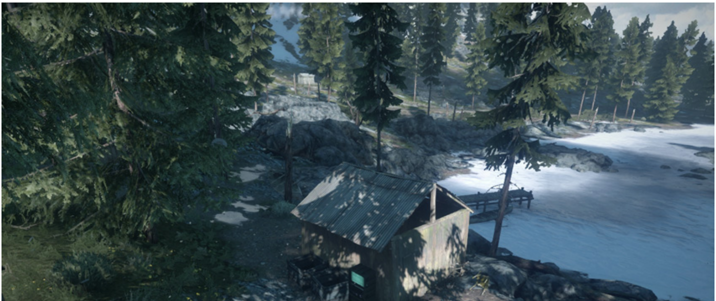


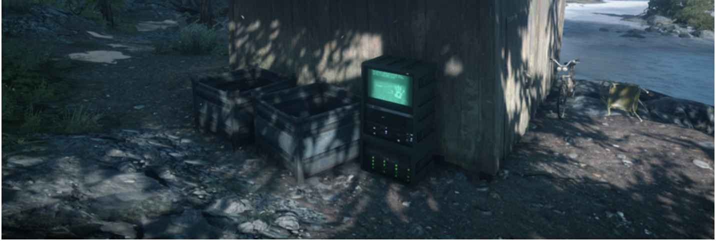


Deployment Area Assets		
Name	**T-90A**	**SU-25TM Frogfoot**
Quantity	1	1
Respawn Time	60 sec.	40 sec.

Following the destruction of the objectives at the fishing huts the RU team's deployment area is pushed back to the east side of the mountain village. Unlike in the first phase, the RU team has a few seconds to regroup and consolidate their forces around the mountain village before the US team arrives. Use these precious seconds to move the T-90A forward, taking a position along the dirt road between the two M-COM stations. Back up the T-90A with engineers equipped with repair tools—the T-90A will need plenty of assistance if it hopes to survive the fight with the incoming US tank destroyers. Engineers can assist offensively as well by deploying mines and launching rockets at the incoming US vehicles. Keep the SU-25TM airborne to deal with the US team's aircraft. Shooting down the US team's A-10 and gunship can alleviate pressure on the ground, allowing defenders to focus solely on the ground assault.

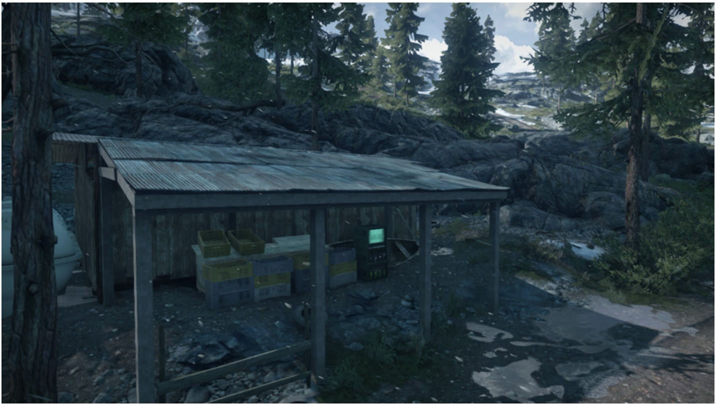
M-COM Station A

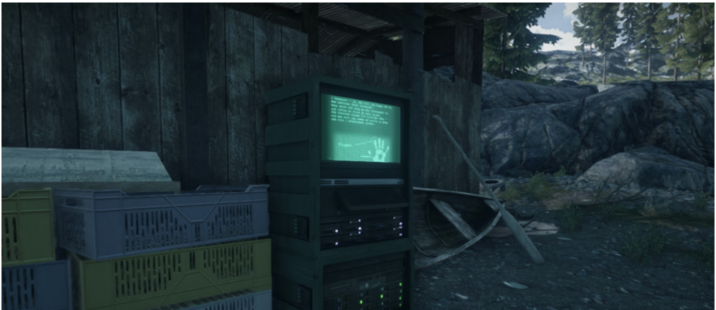


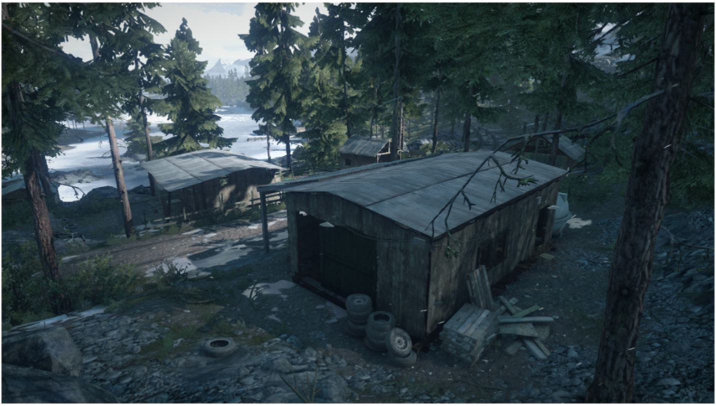


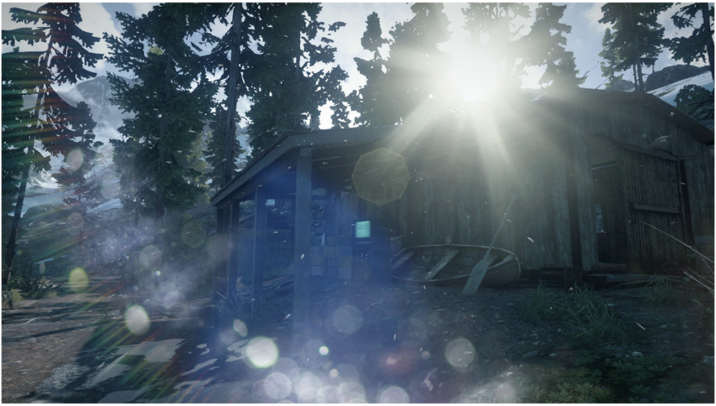
M-COM Station A is situated on the outside of a small wooden shack on the southern bank of the lake. The terrain around the shack is wooded and rocky, making vehicle access a little difficult, especially for large tracked vehicles like tanks and tank destroyers. As a result, defenders are better off guarding this area on foot, watching the objective from the surrounding structures. When a slow and steady advance on foot isn't possible, the US attackers should rely on their quad bikes to rush toward this objective. Attempts to set a charge can be supported by the AMTRAC parked on the frozen lake to the north. Given the lack of cover around the objective, both teams should utilize smoke when attempting to arm or disarm this M-COM station.

M-COM Station B



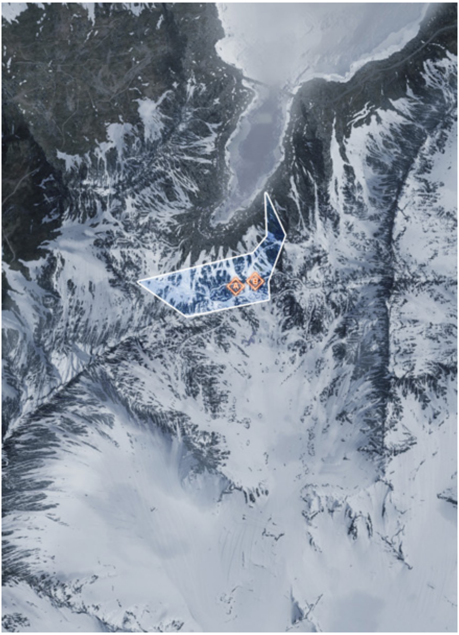






This objective is located beneath the awning of a wooden storage shed on the south side of the mountain village. Given the M-COM station's nearness to the dirt road, this objective is often rushed by vehicles approaching from the fishing huts. Defenders can slow down the attackers by placing mines along the dirt road to the west. Parking the T-90A on the road next to the objective is also a good deterrent. When attacking this objective, the US team should park their tank destroyers to the west and provide fire support while the AMTRAC moves close to the M-COM station and serves as a forward spawn point for the team. Don't forget to make use of the AMTRAC's grenade launcher and machine gun turret—these weapons are ideal for providing cover fire while infantry set a charge on the objective.

Zone 3: Radio Outpost



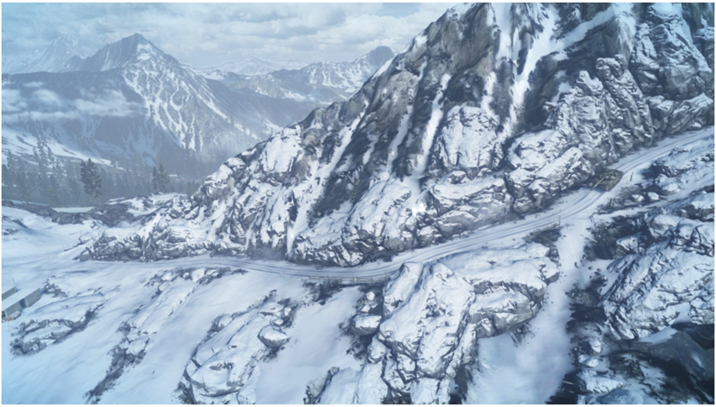
US Deployment

U.S. AIR FORCE

Deployment Area Assets					
Name	**Quad Bike**	**M1128**	**AAV-7A1 AMTRAC**	**A-10 Thunderbolt**	**Gunship**
Quantity	3	2	1	1	1
Respawn Time	5 sec.	20 sec.	60 sec.	40 sec.	120 sec.

As the US team enters the third phase of the battle, they maintain the same type and number of vehicles. However, the climb to the next set of M-COM stations, at the radio outpost, is steep and treacherous, making the tank destroyers and AMTRAC less effective. As the battle transitions into the mountain, there are also far fewer trees, making these slow-moving vehicles easy targets for the RU team's SU-25TM. The quad bikes are far more effective in handling the rough terrain leading up to the radio outpost. Unlike the tank destroyers and AMTRAC, the quad bikes can go off road and avoid ambushes staged along the narrow, snowy roads. The lack of trees in this area also makes it easier for US air assets to spot and target defenders on the ground. Use the gunship to clear a path for advancing troops and vehicles while the A-10 hunts down the RU team's SU-25TM.

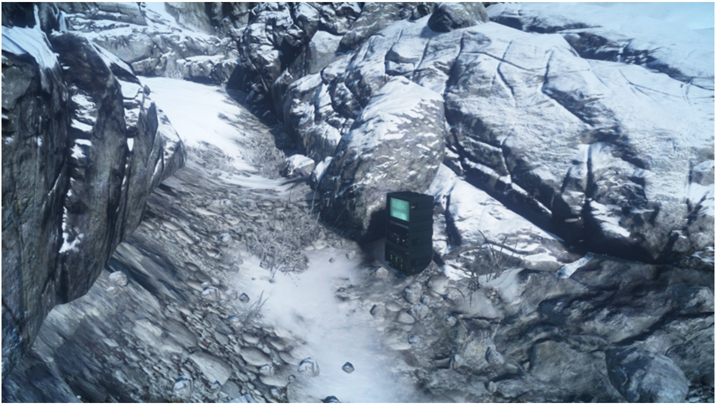
RU Deployment

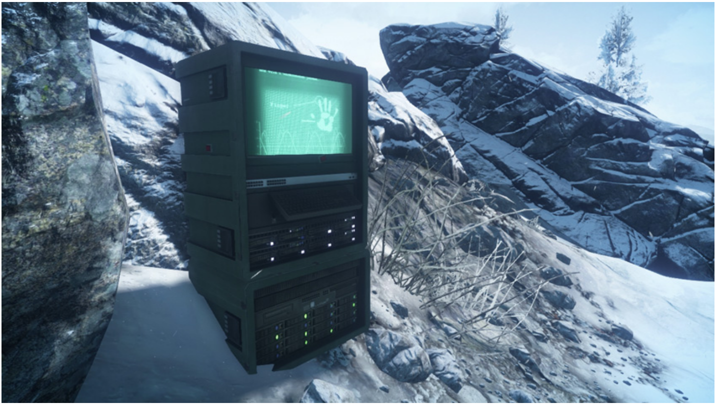


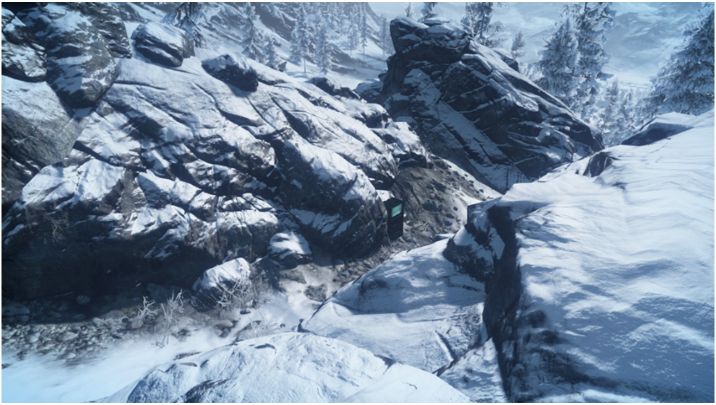
Deployment Area Assets		
Name	**T-90A**	**SU-25TM Frogfoot**
Quantity	1	1
Respawn Time	60 sec.	40 sec.

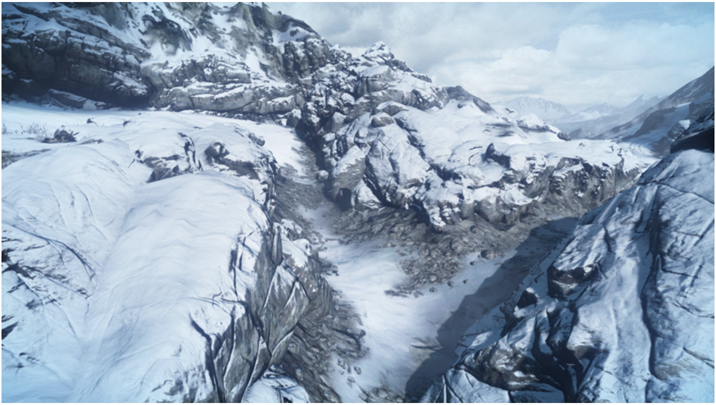
After losing the objectives at the mountain village, the RU team's deployment area is pushed into the mountains, just east of the radio outpost. While the RU defenders gain no extra vehicles in this phase, the challenging terrain works in their favor. Most of the advancing US vehicles are limited to climbing the steep and narrow snow-covered roads. As a result, the defenders should attempt to intercept these attackers west of the radio outpost using mines and rocket launcher attacks to take advantage of these narrow choke points. However, it's important to keep at least one squad posted near each objective to defend against US troops dropping in via parachute from the gunship. While the SU-25TM's primary goal is to suppress the US team's air assets, this ground attack jet can also make a serious contribution to the fight over the objectives by strafing US vehicles and infantry—the attackers are easy to spot and target due to the lack of trees in the higher elevations.

M-COM Station A



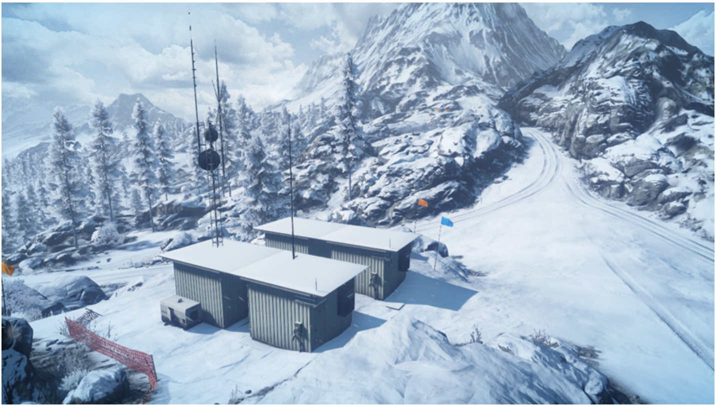






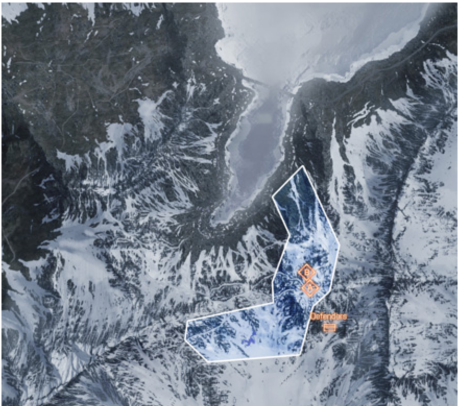
M-COM Station A is nestled within a crevice between two large rock formations directly west of the radio outpost. Whether attacking or defending, this area is easiest to negotiate on foot. Driving anything larger than a quad bike into this tight space will result in a quick death as your stalled vehicle is pummeled by rockets from the rocks above. As a result, expect close-quarters infantry combat around this objective. Weapons like shotguns and PDWs are very effective for taking down opponents at close range. Attackers should expect to encounter plenty of claymores and C4 in this narrow crevice, so be ready to toss grenades to detonate these booby traps prior to rushing the objective. If it's heavily defended, attackers should attempt to flank from the south or east. It's also important to control the high ground surrounding the objective. Defenders can watch the M-COM station from the rocks while the attackers can pound the surrounding area with their gunship.

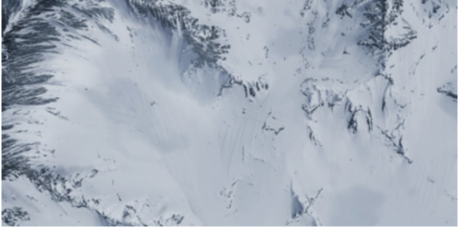
M-COM Station B



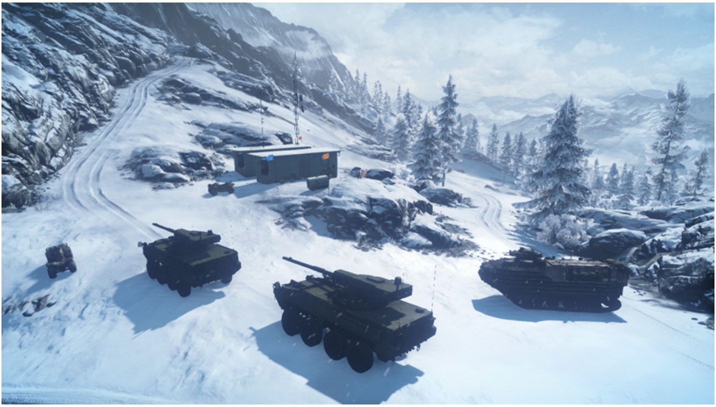
M-COM Station B sits between the two small structures at the radio outpost. The nearby roads and relatively even terrain provide easy vehicle access for both teams. The RU defenders should park their T-90A nearby to help fend off attacks by US ground vehicles approaching from the west. But in addition to watching out for attacks along the ground, the defenders should always make periodic scans of the sky to watch for US troops dropping into the area via parachute from the gunship. Given the open terrain and long sight lines, infantry operating in this area are best equipped with assault or sniper rifles. With the exception of the structures by the objective, there isn't much cover. So stay low and utilize smoke when necessary to conceal your movements. The US attackers can benefit greatly from their AMTRAC here, parking it near the objective to establish a forward spawn point while using the vehicle's grenade launcher and machine gun turret to suppress defenders.

Zone 4: Radar Station

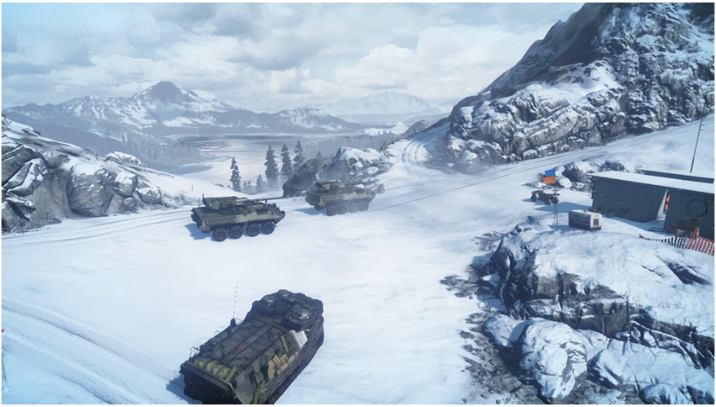




US Deployment



U.S. AIR FORCE



Deployment Area Assets

Name	Quad Bike	M1128	AAV-7A1 AMTRAC	A-10 Thunderbolt	Gunship
Quantity	2	2	1	1	1
Respawn Time	5 sec.	20 sec.	60 sec.	40 sec.	120 sec.

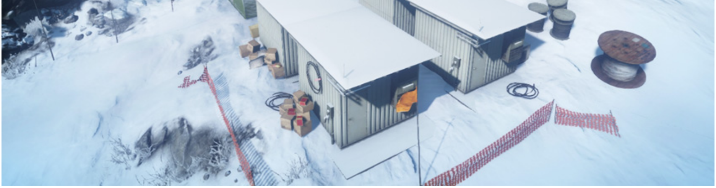
During the final phase of the battle the US team deploys from the radio outpost, having established a solid foothold in the rugged mountain range. While the battle is almost over, the final push toward the radar station can be costly. As a result, the US team must make a coordinated push to achieve victory. From the radio outpost two roads lead to the radar station. The road heading east is the most direct, but is likely to be defended and mined by enemy troops. So consider taking the long way around, utilizing the road to the north. This allows you to sneak up on the radar station from the east. However, due to the distance, it's best traveled by the speedy quad bikes. But parking the AMTRAC somewhere on the east side of the radar station is a great way to spawn troops close to the objectives. Once again, the A-10 and gunship play a crucial role in securing the final two objectives. Use the gunship to pound defenders posted around the M-COM stations while the A-10 hunts down the RU team's SU-25TM and T-90A. With a coordinated push from the ground and air, the US team has a good chance of wrapping up the win.

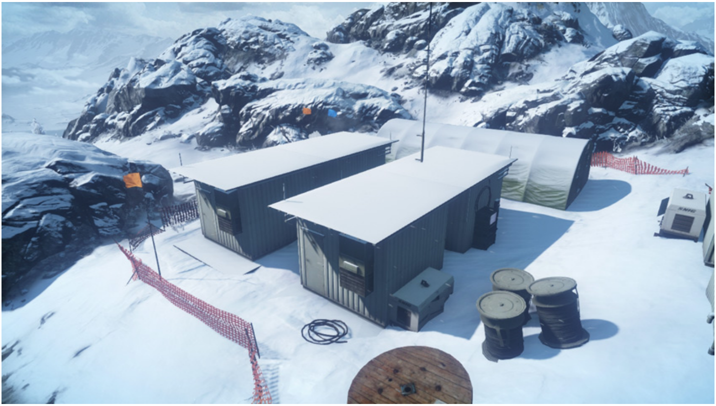
RU Deployment

Deployment Area Assets		
Name	**T-90A**	**SU-25TM Frogfoot**
Quantity	1	1
Respawn Time	60 sec.	40 sec.

Although this is the final phase of the battle, the RU team has a very good chance of holding out for an upset here. The road to the west is steep and narrow, making it ideal for ambushing US attackers approaching from the radio outpost. Engineers armed with mines and rocket launchers and support troops equipped with C4 can delay the US advance here indefinitely. Strafing runs by the SU-25TM are also effective when focused on this narrow road. But it's important to watch for flanking attacks from the east as well. So it's important to post a squad (or the T-90A) on this flanking route. Since the radar station can be attacked from two different directions, recon troops should consider launching MAVs to keep an eye on US movements from the air. Defensive efforts on the ground can be completely spoiled by the pesky US gunship and A-10. So get the SU-25TM in the air and use it to shoot down these US air assets. With the A-10 and gunship out of the picture, the battle is much more even, giving the RU team a better chance of holding out for a win. The key here is protecting M-COM Station B in the radar tower, as it's the easiest objective to defend.

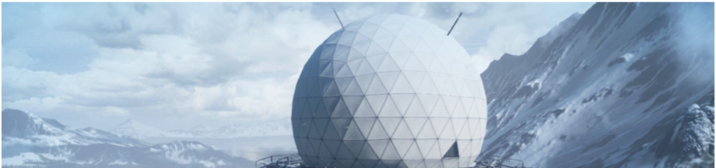
M-COM Station A

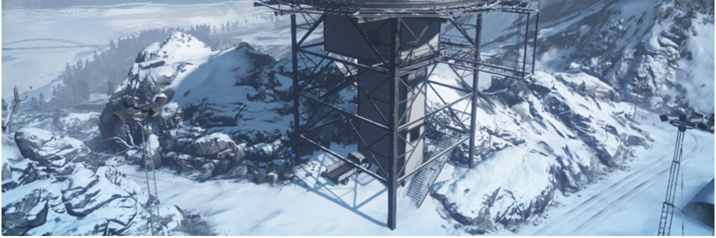


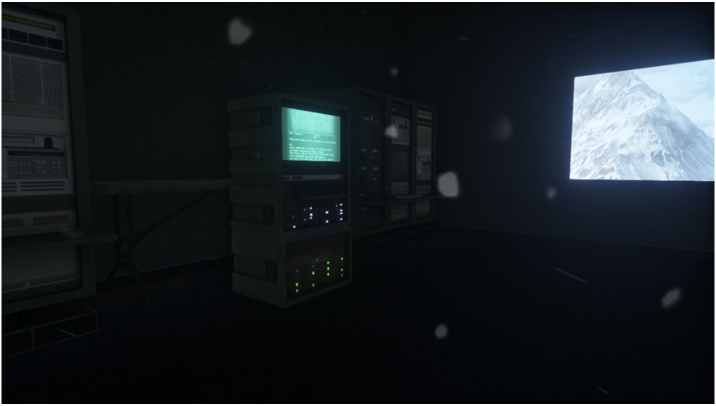


Of the two remaining objectives, M-COM Station A is the easiest to attack. The objective is tucked between a few small structures on the south edge of the radar station facility. While the alley between the structures is somewhat narrow, it's still wide enough to accommodate vehicles. Quad bikes in particular have no problem negotiating this somewhat cramped space. The US can even get their AMTRAC close to this objective. As a result the RU team should prepare for point-blank vehicle attacks on this area. Placing mines and C4 around this area is the best way to defend against such aggressive attacks. But infantry pose a threat too. Both teams should prepare for close-quarters combat around the M-COM station. The small structures offer plenty of cover and concealment for both attackers and defenders, often leading to some intense close-quarters engagements where shotguns and PDWs are most effective.

M-COM Station B

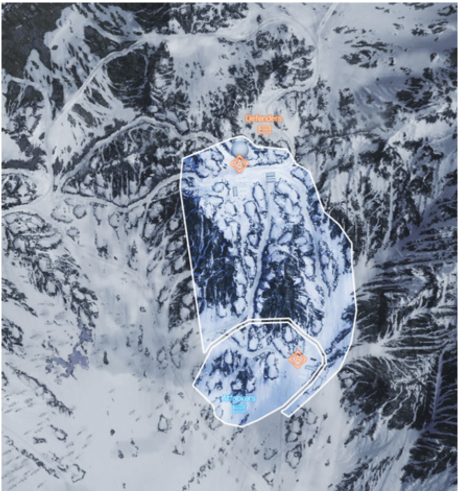






M-COM Station B is housed within the control room atop the tall radar tower. While vehicles can assist in securing the exterior, the fight for control of this tower is largely an infantry battle. The RU defenders must move quickly to secure the tower at the start of the round, preferably by placing radio beacons inside the control room. Maintaining a spawn point on the tower is crucial when defending the objective. The staircase at the base of the tower is the only way to climb to the control room. However, sneaky US paratroopers can drop onto the tower via parachute, landing on the upper-level catwalk—a popular sniper perch. From the ring-shaped catwalk a ladder leads down to the lower-level catwalk, from which the control room can be accessed. Both teams should expect fighting to occur at close range. Deploy with a shotgun or PDW, preferably equipped with a tactical light or laser sight. The control room interior is dark, making it the perfect place for ambushes and booby traps. So attackers should always lob grenades inside the control room prior to entry in an effort to detonate booby traps and kill camping defenders.

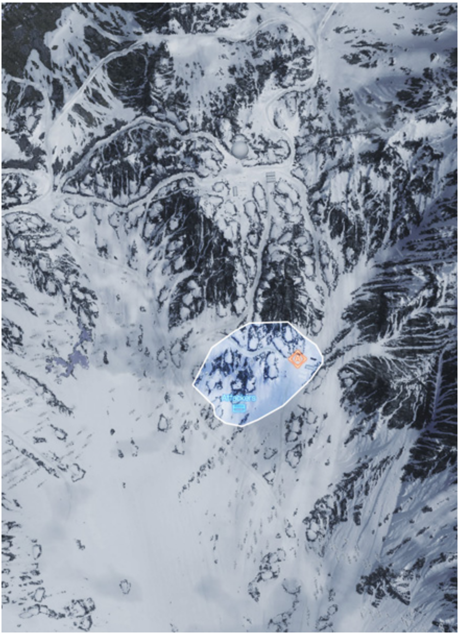
Squad Rush

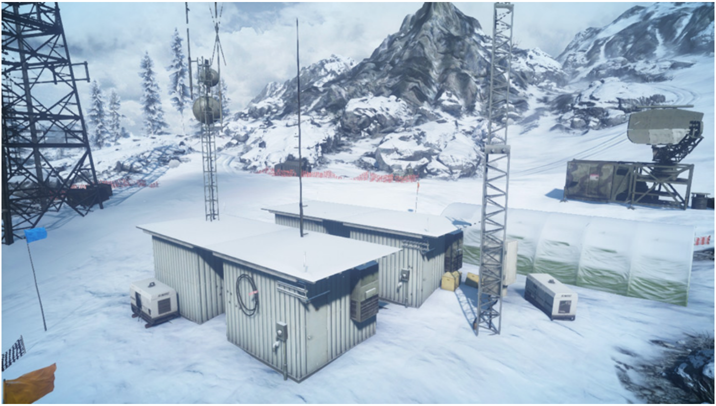


Click here for interactive maps

This battle takes place in the high elevation of the mountain range, with objectives located at the communication station and radar station. The terrain here is rocky, with very few trees to serve as cover or concealment. As a result, most engagements occur at intermediate to long range. Choose your equipment accordingly before spawning into the match. While sniper rifles can be effective, the bulk of your squad (whether attacking or defending) should bring along assault rifles. Reconnaissance is equally important, so make sure at least one member of your squad spawns in as a recon soldier and is equipped with a MAV. Having an eye in the sky pays off in spades, allowing your squad to hunt down the opposing team one by one. The defenders may also want to bring along a radio beacon so they can maintain a spawn point near the objective. The attackers should rely primarily on squad spawns to keep up the pressure in each zone.

Zone 1: Communication Station





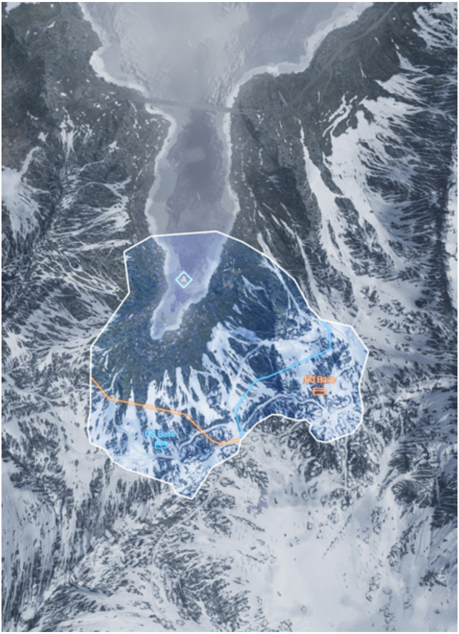
The first objective is located at the communication station, tucked between a cluster of small structures. Early in the round the defenders should deploy claymores and a T-UGS motion sensor near the objective in an effort to prevent a quick attack. Both teams can benefit from the deployment of a MAV. Given the lack of overhead cover, MAVs are very effective for identifying the locations of your opponents. Although the terrain is rather open in this area, fighting near the M-COM station takes place at close range. As a result, consider bringing along a compact assault rifle or carbine for greater versatility when engaging targets at various ranges. If carrying a larger weapon, switching to a pistol with a high-capacity magazine (like the G18 or 93R) can make close-quarters firefights around the objective much easier. Instead of rushing the objective from the south, the attacking team should take their time moving in, preferably flanking from the west where there's more cover and concealment among the rocks.

Zone 2: Radar Station

Defenders
A

The defenders have the advantage of the high ground in this final phase of the battle. While it may seem tempting to climb to the top of the radar tower and snipe the incoming attackers, no more than one squad member should be posted on this tower—from this elevated position it's impossible to see or hit anyone tampering with the objective. The rest of the defending squad should scatter out around the objective, and maybe even ambush the attackers as they climb the slope to the south. Once again, MAVs are very effective for both teams when it comes to gathering intel on enemy positions. The objective is pressed against the exterior of a small structure not far from the base of the radar tower. The guard tower to the west offers a good view of the M-COM station, making it an ideal overwatch position for both the attackers and defenders. For the attackers, a cautious approach is best, particularly while negotiating the rocky slope to the south. When possible, try to flank the radar station from the east or west.

Tank Superiority



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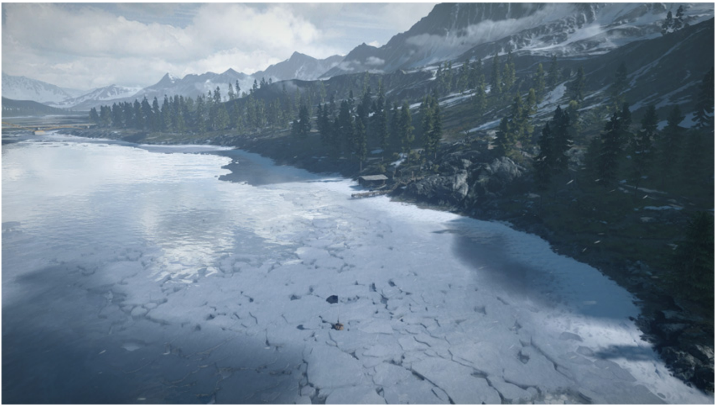
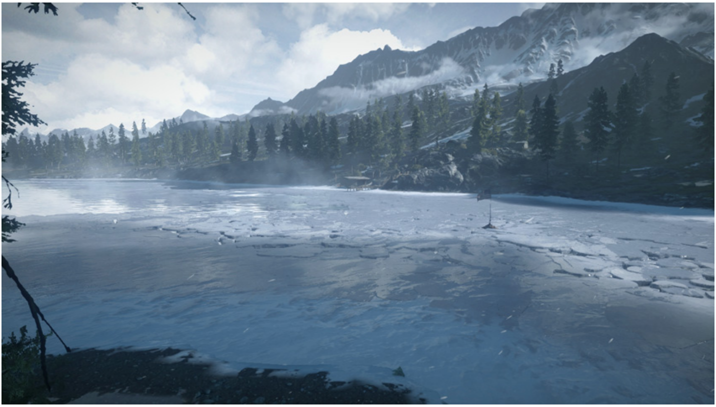
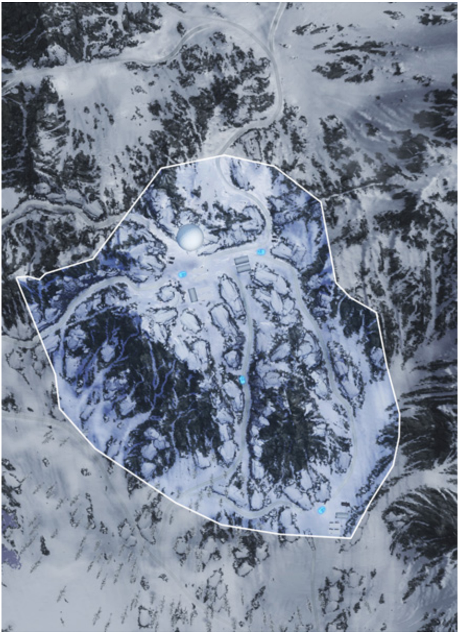
Superiority Flag





On this Tank Superiority map both teams start off in the mountains to the south. The US team deploys from the base camp to the southwest while the RU team spawns at the radar station to the southeast. With both teams racing to the flag on the frozen lake to the north, encounters en route are common, usually occurring on the lake's south shore. So instead of just rushing the flag, look for opportunities to flank the enemy vehicles as they descend the narrow mountain roads. The flag is located on the frozen lake, offering absolutely no cover or concealment—this is no place for infantry. So when capturing the flag, drive a tank or tank destroyer onto the ice and drive within the flag's capture radius. Movement is important to avoid being peppered by incoming rounds. However, be careful when driving on the ice, particularly when backing up. The ice extends only for a few meters north of the flag. If you're not careful you may accidentally drive off the ice and into the lake. Once the flag is under your team's control, assume fixed positions along the wooded banks of the lake. The RU team is better off controlling the east side of the lake while the US team holds the western bank. The woods also provide cover and concealment for infantry. Engineers armed with Javelins have an easy time targeting enemy vehicles making a move for the flag. Recon soldiers equipped with MAVs and SOFLAMs are also beneficial for spotting and laser-designating targets.

Squad Deathmatch



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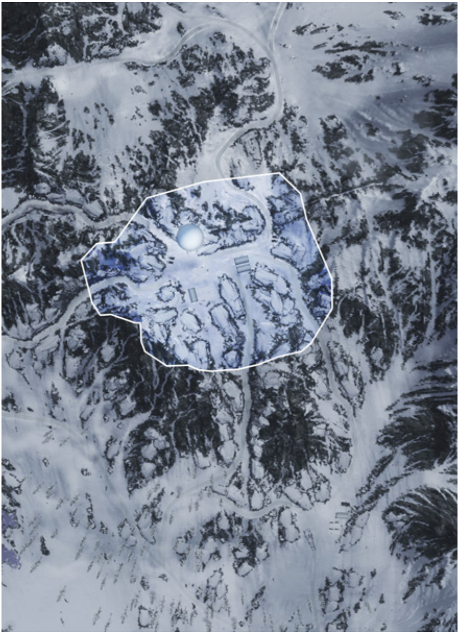
This Squad Deathmatch is mostly centered around the rocky, snow-covered terrain of the radar station. While most fighting occurs around the radar station to the north, the map extends to the communication station to the south. The rocky terrain in the center of the map is difficult to traverse on foot, but it's preferable to moving along the steep narrow roads. With few trees available for cover and concealment, be ready to drop prone among the rocks if you come under fire. Patrolling the rocky center of the map is safer than fighting for control of the radar station. In many matches, squads often battle for control of the tall radar tower. While this predictable sniping perch is a good defensive position, your squad may incur heavy losses while trying to hold the high ground. There are four possible IFV spawn locations, and two of them are at the radar station. But the uneven terrain makes these vehicles difficult to maneuver on this map. If your squad gains an IFV, stay near the flat terrain of the radar station or communication station. These areas offer the longest sight lines, allowing you to engage opponents at long range with the vehicle's powerful weapons. Avoid traveling the narrow roads between the two locations to avoid being ambushed by opposing squads.

Team Deathmatch



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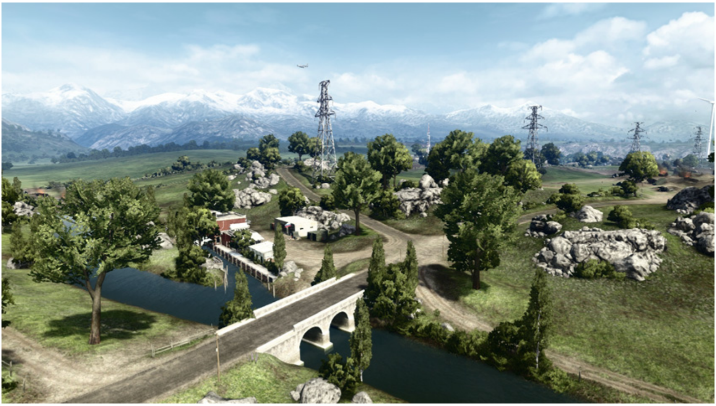
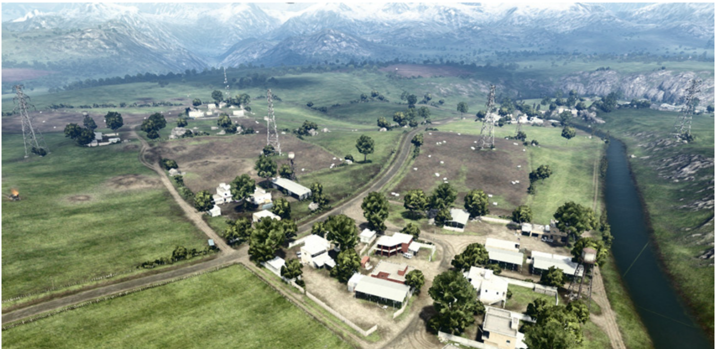
The Team Deathmatch variant of this map is restricted to the area around the radar station. At the center of the map is the tall radar tower, often making this structure the focal point of the battle. The tower's elevated catwalks provide a sweeping view of the surrounding area, making it an ideal sniper perch. However, securing the tower from enemy infiltration is a must if your team attempts to hold out here. Place claymores along the stairways and post guards on the catwalks to defend against intruders. While the radar tower offers a clear view, the catwalks offer little cover. Instead, consider sniping through the windows of the control room. Aiming through the windows reduces the field of view, but the added cover is worth it. If the opposing team controls the tower, do your best to stay out of sight. Hide among the rocks to the south and use a sniper rifle of your own to pick off exposed opponents on the tower's catwalks. Considering the long sight lines on this map, choose your weapons accordingly. Assault rifles and sniper rifles offer the best range and power. However, you may want to go with a shotgun or PDW if attempting to clear out the radar tower.

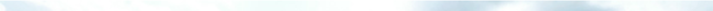
Armored Kill Battlefields

Armored Shield

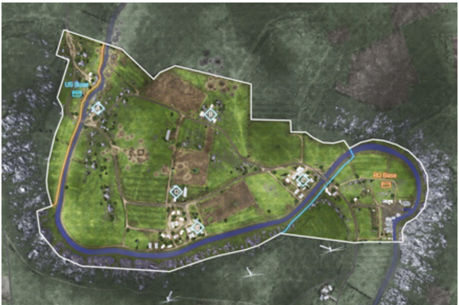
Armored Shield







Conquest



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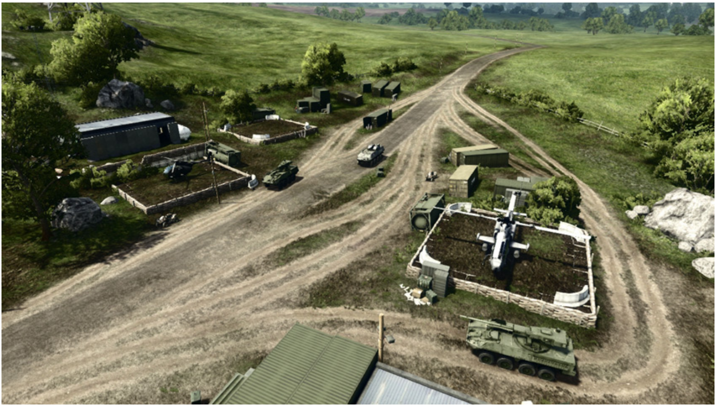
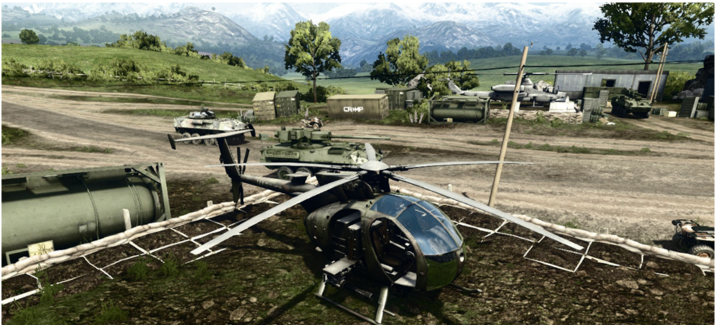
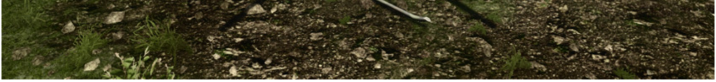
Securing victory in this battle often comes down to consistently deploying the tank destroyers spawned at each team's base. Outside of the bases, there aren't many vehicles produced by the map's five control points. So both teams need to make an effort to get their respective tank destroyers on the map in an attempt to capture and hold a minimum of three flags. In addition to capturing the control point closest to their base, each team should strive to hold the three flags in the middle of the map, forming a defensive line stretching from north to south. Pay particular attention to the antenna (B) control point, as it allows access to the gunship. In addition to benefiting from the gunship, each team can also gain a significant advantage by making the most of their helicopters. These versatile aircraft are ideal for maintaining control of the air space as well as targeting ground units. But helicopter pilots will need to watch out for the LAV-AD and 9K22 Tunguska-M produced by each team's base. These anti-aircraft units pose a serious threat to helicopters and play a large role in maintaining air superiority.

US Base







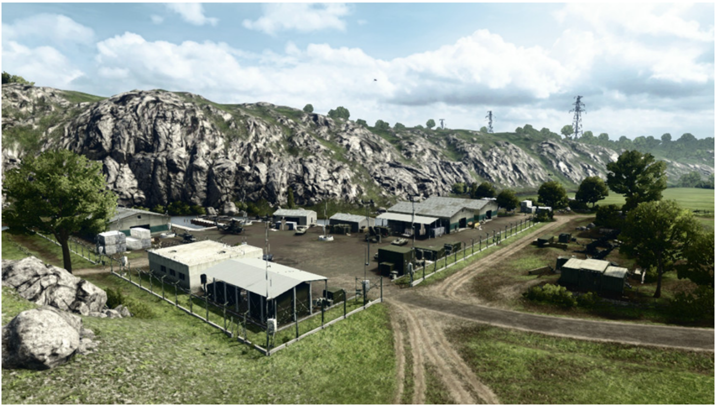
Base Assets

Name	Quad Bike	M1128	LAV-AD	AH-6J Little Bird	AH-1Z Viper
Quantity	2	2	1	1	1
Respawn Time	5 sec.	40 sec.	40 sec.	60 sec.	60 sec.

The US base is on the northwest edge of the map. In addition to serving as the initial US deployment area, the base also produces the bulk of the US team's vehicles. As a result, it's important to revisit the base throughout the course of the battle and deploy these vehicles. The M1128 tank destroyers are particularly valuable when it comes to taking and holding control points in the center of the map. Early during a round, the speedy quad bikes should make a move for the central control points, like the antenna (B), farm (C), and village (D), while the tank destroyers secure the nearby treatment plant (A). The AH-6J Little

Bird is another good option for moving troops to distant control points. Meanwhile, use the AH-1Z Viper to target enemy ground vehicles as well as hostile choppers. But when it comes to air defense, the LAV-AD is the US team's best option for shooting down enemy helicopters. Move the LAV-AD to the east, where it can provide air cover for friendly units near the center of the map. Just be sure to keep the LAV-AD away from the RU team's SPRUT-SD tank destroyers—it won't last long in a duel.

RU Base

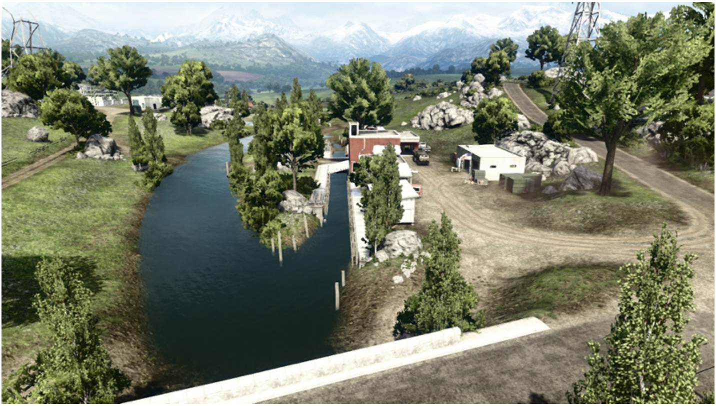


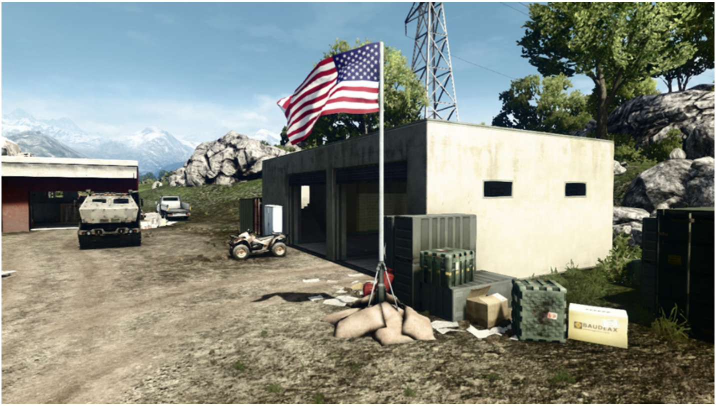
Base Assets

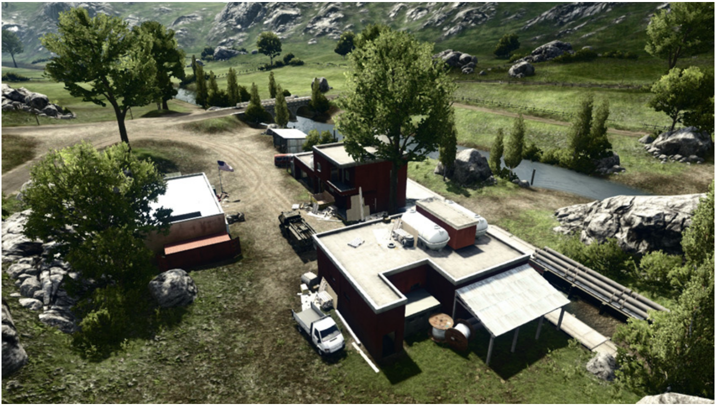
Name	Quad Bike	SPRUT-SD	9K22 Tunguska-M	Z-11W	Mi-28 Havoc
Quantity	2	2	1	1	1
Respawn Time	5 sec.	40 sec.	40 sec.	60 sec.	60 sec.

The RU team deploys from their base on the east side of the map. Like the US base, this base is home to the bulk of the RU team's vehicles. So as the RU team extends their presence to the west, it's important to periodically spawn at the RU base in an effort to field these valuable vehicles, such as the SPRUT-SD tank destroyers. The nearby repair shop (E) control point should be captured and held early during the battle, preferably rushed by the tank destroyers. Meanwhile, use the quick and nimble quad bikes to rush the three central flags before the US team arrives. Dropping troops from the Z-11W helicopter is an even faster option for capturing the antenna (B), farm (C), and village (D). Whenever piloting one of the helicopters, always be aware of the US team's choppers. If you're not careful, they may shoot you down. The threat posed by the US team's choppers can be mitigated by fielding the 9K22 Tunguska-M in the field west of the repair shop (E). The Tunguska-M can chew through enemy choppers, helping secure the air space above the central control points. But the Tunguska-M is vulnerable to attacks by tank destroyers and infantry, so keep it in an isolated part of the map where it's less likely to face direct assaults.

A: Treatment Plant







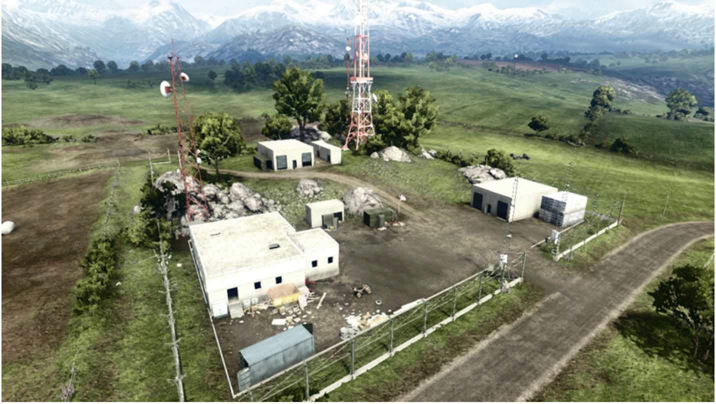
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (2)	Quad Bike (2)	5 sec.
M142 (1)	—	60 sec.

Located only a few meters from the US base, the treatment plant (A) is likely to remain under the US team's control for most of the battle. This facility consists of a few small structures gathered around a central courtyard. The flag sits in the middle of the courtyard, and its capture radius can easily be approached by infantry and vehicles. The structures provide plenty of cover and concealment for infantry. As a result, think twice before driving a vehicle toward the flagpole in the courtyard—there's a good chance you'll get slammed by a rocket fired from an engineer hiding in one of the buildings. Instead, when attacking here, consider going in on foot and capturing the flag from within one of the structures. Although the control point spawns a pair of quad bikes for both teams, it spawns a mobile artillery unit only for the US team. As this is the only M142 spawn point available on the map, the US should take extra care to maintain control of this flag. The M142 is a powerful asset, capable of bombarding enemy units as far away as the antenna (B), farm (C), or village (D).

B: Antenna

U.S AIR FORCE
412

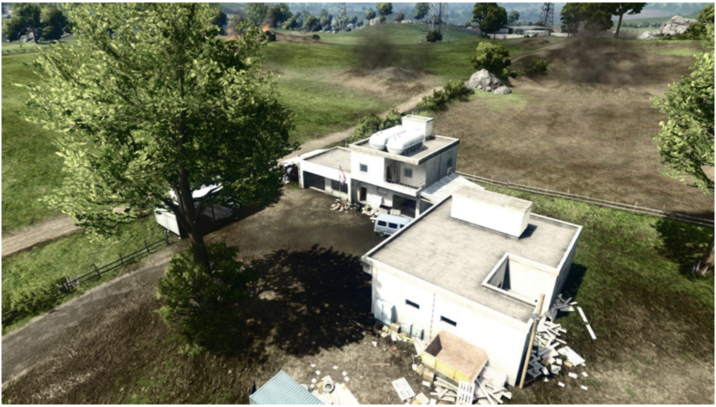


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
9M133 Kornet Launcher (1)	9M133 Kornet Launcher (1)	30 sec.
Gunship (1)	Gunship (1)	60 sec.

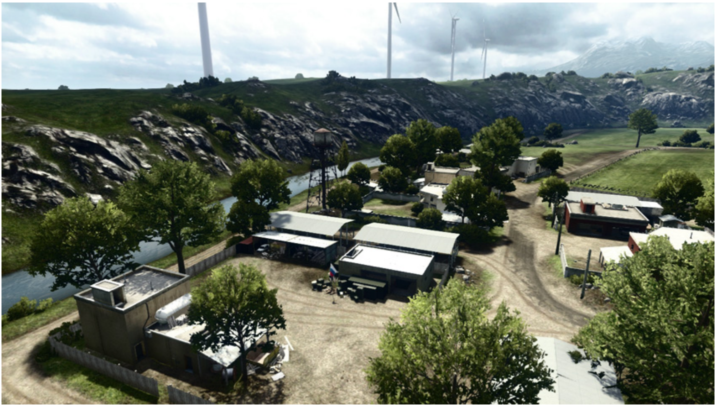
This northern control point grants access to the powerful gunship, making it one of the most contested flags on the map. Both teams should rush to the antenna (B) early during the round, preferably with quad bikes or helicopters. The control point is located along the northern dirt road approximately equidistant between the treatment plant (A) and repair shop (E). While there are only a couple of entry points to the facility (to the north and south), the perimeter fence can be easily breached, making it possible to rush the flag from virtually any direction. With the exception of some crates, there isn't much cover near the flagpole. Therefore it's safest to capture this flag from within the armored confines of a tank destroyer. But even when within a vehicle, watch out for defenders hiding within the surrounding structures. Attackers and defenders should also take note of the Kornet launcher located on the hill just north of the flag—this is perfect for targeting enemy vehicles parked near the flag. Once captured, the antenna (B) should never be left undefended. Engineers are effective at holding back most attacks, but the addition of a tank destroyer can make a big difference in any defensive effort.

C: Farm



The farm (C) control point is near the center of the map, flanked by massive, open fields to the north, east, and west. These fields are often the site of some intense armored duels, making travel by anything but tank destroyers extremely dangerous. Although the farm (C) produces no vehicles for either team, with only five flags up for grabs capturing and holding this point is crucial to either team's strategy. The flagpole is situated in a small courtyard next to two concrete buildings. Infantry can enter these structures and capture or contest the flag from the interior. When attacking, this is the preferred method of capturing the flag. Parking a vehicle next to the flag may be dangerous, allowing defenders posted within the building to fire rockets. But hiding in the buildings isn't totally safe. The walls of the buildings will crumble under repeated shelling by tank destroyers or the gunship. So if necessary, consider finding hiding spots away from the flag and utilizing mines or C4 to defend the flag against enemy vehicles.

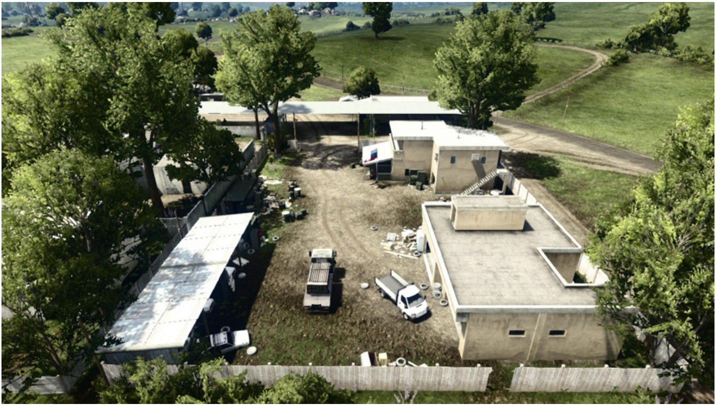
D: Village

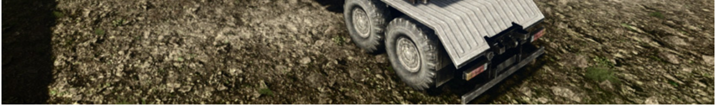


Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.

The village (D) is on the south side of the map, only a few meters from the farm (C). This control point produces a quad bike for each team, offering quick transportation to the surrounding flags. The area comprises multiple buildings, including farmhouses, sheds, and other agricultural structures. Most of the buildings are located to the north and west of the flag. Given the cramped quarters of this area, it's easiest to maneuver on foot or on quad bike. However, the courtyard where the flag is situated is large enough to easily accommodate larger vehicles. By crashing through the wooden perimeter fence, vehicles can approach this courtyard from the north, south, or east. Given the open nature of the courtyard this flag is best attacked by armored vehicles. Infantry can capture and contest the flag from within the garage-like structure to the west. Defenders should consider hiding in the houses on the east side of the courtyard, where they have a clear view of the flag. Incursions by enemy vehicles can be prevented by placing mines near the flag or along the main dirt road access point to the north.

E: Repair Shop



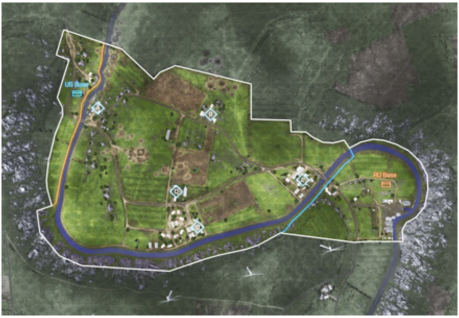


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (2)	Quad Bike (2)	5 sec.
—	BM-23 (1)	60 sec.

The repair shop (E) is on the east side of the map, only a short distance from the RU base. As a result, the RU team should have little problem maintaining control of this flag throughout the battle. In terms of assets, the repair shop (E) is like a mirror image of the treatment plant (A). This control point produces a couple of quad bikes for each team, but spawns a mobile artillery unit only for the RU team. The BM-23 available here is perfect for bombarding the central control points, hammering enemy units at the antenna (B), farm (C), or village (D). At at many of the other control points on the map, the flag here is in a central courtyard surrounded by a few buildings. The courtyard can become a little cramped for large vehicles like tank destroyers to easily maneuver. So it's best to approach this flag on foot or on a quad bike. The flag can be captured and contested from within the adjacent two-story house to the north. Defenders should always prepare for vehicle attacks by mining the dirt road access point on the west side. Planting C4 near the base of the flagpole is also a good deterrent to stop vehicle captures.

Conquest 64



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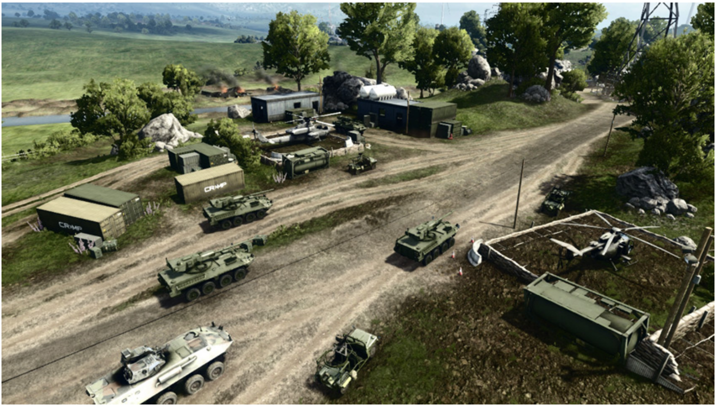
The map is exactly the same size in this larger-scale variant of Conquest, with the same configuration of control points. However, the battlefield is packed with even more vehicles, making the fight more intense and deadly. With five flags up for grabs, both teams should strive to capture the three central control points as quickly as possible—capture and hold a minimum of three flags to initiate a drain on the opposing team's ticket count. The antenna (B) and village (D) are particularly valuable control points, granting each team access to the gunship and a tank. In addition to the central control points, both teams should capture and defend the flags closest to their bases. Both the treatment plant (A) and repair shop (E) spawn a mobile artillery. These long-range artillery units are great for bombarding enemies in the middle of the map. In a battle packed with tank destroyers and other ground vehicles, competent helicopter pilots can make all the difference. The attack and scout helicopters are ideal ground-attack aircraft. But pilots should always keep their eyes peeled for the LAV-AD and 9K22

Tunguska-M mobile anti-aircraft units. Using their powerful cannons, these vehicles can chew through a chopper's armor in seconds, giving both teams the chance to achieve air superiority from the ground.

US Base

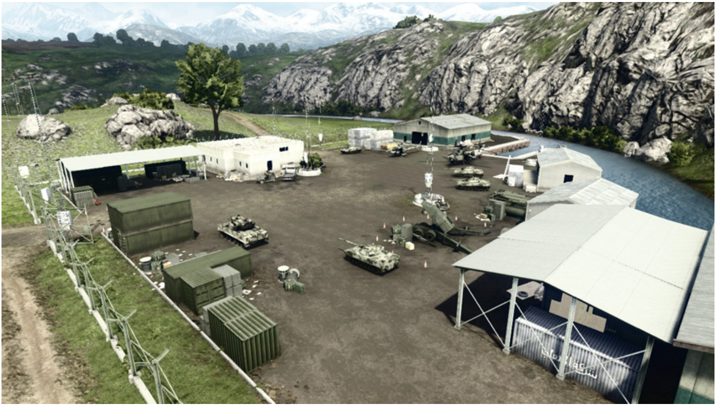


Base Assets

Name	Growler ITV	M1128	LAV-AD	AH-6J Little Bird	AH-1Z Viper
Quantity	3	4	1	1	1
Respawn Time	20 sec.	40 sec.	40 sec.	60 sec.	60 sec.

The US base is on the northwest edge of the map. In addition to serving as the initial US deployment area, the base also produces the bulk of the US team's vehicles. As a result, it's important to revisit the base throughout the course of the battle and deploy these vehicles. The M1128 tank destroyers are particularly valuable when it comes to taking and holding control points in the center of the map. Early during a round, the speedy Growler ITVs should make a move for the central control points, like the antenna (B), farm (C), and village (D), while the tank destroyers secure the nearby treatment plant (A). The AH-6J Little Bird is another good option for moving troops to distant control points. Meanwhile, use the AH-1Z Viper to target enemy ground vehicles as well as hostile choppers. But when it comes to air defense, the LAV-AD is the US team's best option for shooting down enemy helicopters. Move the LAV-AD to the east, where it can provide air cover for friendly units near the center of the map. Just be sure to keep the LAV-AD away from the RU team's SPRUT-SD tank destroyers—it won't last long in a duel.

RU Base

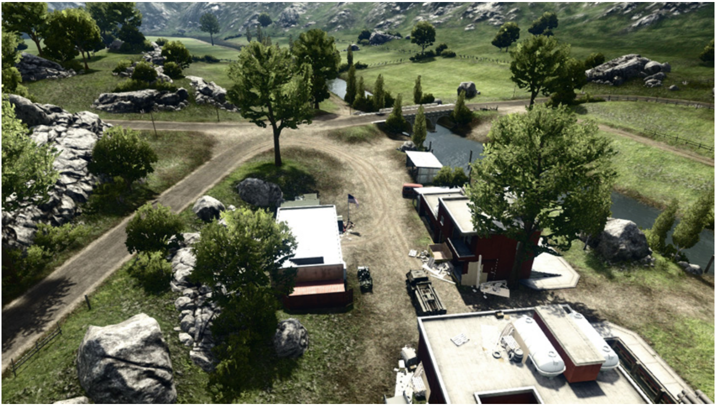


Base Assets

Name	VDV Buggy	SPRUT-SD	9K22 Tunguska-M	Z-11W	Mi-28 Havoc
Quantity	3	4	1	1	1
Respawn Time	20 sec.	40 sec.	40 sec.	60 sec.	60 sec.

The RU team deploys from their base on the east side of the map. Like the US base, this base is home to the bulk of the RU team's vehicles. So as the RU team extends their presence to the west, it's important to periodically spawn at the RU base in an effort to field these valuable vehicles, such as the SPRUT-SD tank destroyers. The nearby repair shop (E) control point should be captured and held early during the battle, preferably rushed by the tank destroyers. Meanwhile, use the quick and nimble VDV Buggies to rush the three central flags before the US team arrives. Dropping troops from the Z-11W helicopter is an even faster option for capturing the antenna (B), farm (C), and village (D). Whenever piloting one of the helicopters, always be aware of the US team's choppers. If you're not careful, they may shoot you down. The threat posed by the US team's choppers can be mitigated by fielding the 9K22 Tunguska-M in the field west of the repair shop (E). The Tunguska-M can chew through enemy choppers, helping secure the air space above the central control points. But the Tunguska-M is vulnerable to attacks by tank destroyers and infantry, so keep it in an isolated part of the map where it's less likely to face direct assaults.

A: Treatment Plant

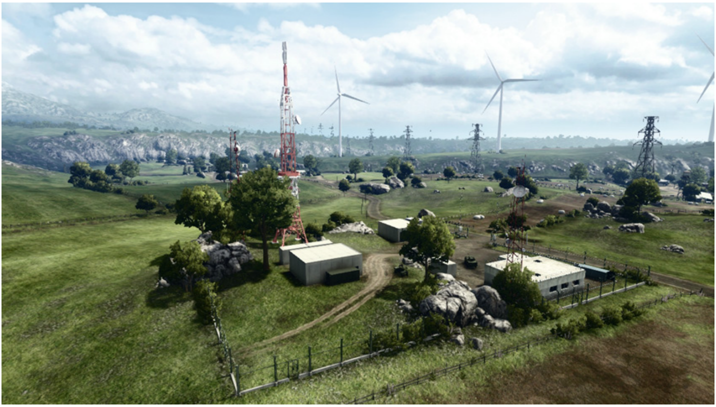


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.
M142 (1)	BM-23	50 sec.
RHIB (1)	RHIB (1)	10 sec.

Located only a few meters from the US base, the treatment plant (A) is likely to remain under the US team's control for most of the battle. This facility consists of a few small structures gathered around a central courtyard. The flag sits in the middle of the courtyard, and its capture radius can easily be approached by infantry and vehicles. The structures provide plenty of cover and concealment for infantry. As a result, think twice before driving a vehicle toward the flagpole in the courtyard—there's a good chance you'll get slammed by a rocket fired from an engineer hiding in one of the buildings. Instead, when attacking here, consider going in on foot and capturing the flag from within one of the structures. Although the control point spawns a mix of vehicles for both teams, it's one of only two flags that produce mobile artillery units. The US should take extra care to maintain control of this flag in an effort to secure the M142. The M142 is a powerful asset, capable of bombarding enemy units as far away as the antenna (B), farm (C), or village (D). However, if this flag falls into the hands of the RU team, they can use the BM-23 spawned here to bombard the US base to the northwest. Also, don't neglect the RHIB spawned in the canal—it's ideal for launching amphibious attacks on the village (D) and repair shop (E).

B: Antenna

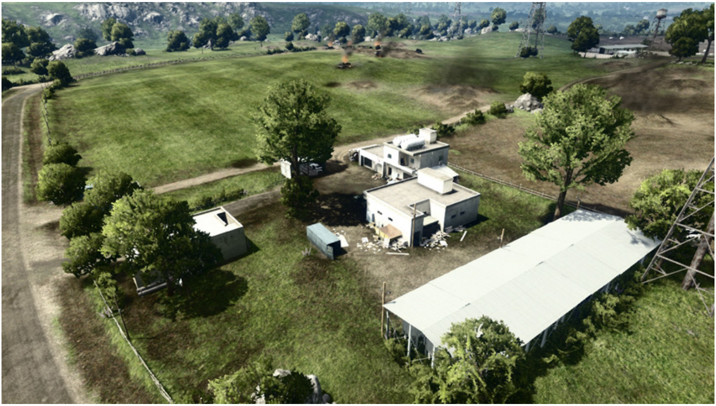


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.
M1128 (1)	SPRUT-SD	40 sec.
9M133 Kornet Launcher (1)	9M133 Kornet Launcher (1)	30 sec.
Gunship (1)	Gunship (1)	60 sec.

This northern control point grants access to the powerful gunship, making it one of the most contested flags on the map. Both teams should rush to the antenna (B) early during the round, preferably with their helicopters. The control point is along the northern dirt road approximately equidistant between the treatment plant (A) and repair shop (E). While there are only a couple of entry points to the facility (to the north and south), the perimeter fence can be easily breached, making it possible to rush the flag from virtually any direction. With the exception of some crates, there isn't much cover near the flagpole. Therefore it's safest to capture this flag from within the armored confines of a tank destroyer. But even when within a vehicle, watch out for defenders hiding within the surrounding structures. Attackers and defenders should also take note of the Kornet launcher located on the hill just north of the flag—this is perfect for targeting enemy vehicles parked near the flag. Once captured, the antenna (B) should never be left undefended. Engineers are effective at holding back most attacks, but the addition of a tank destroyer can make a big difference in any defensive effort.

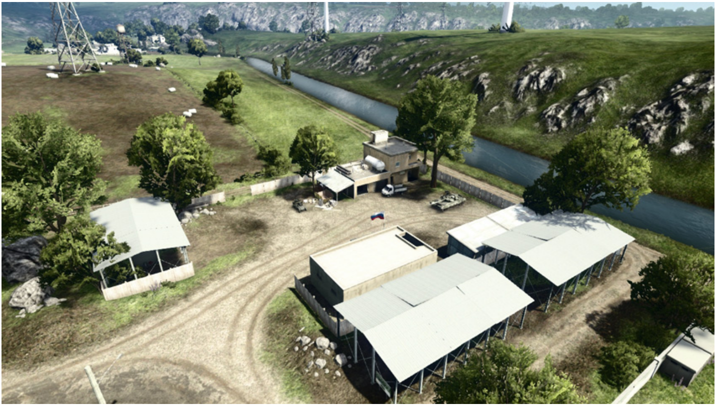
C: Farm



Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.

The farm (C) control point is near the center of the map, flanked by massive, open fields to the north, east, and west. These fields are often the site of some intense armored duels, making travel by anything but tank destroyers extremely dangerous. Although the farm (C) produces only a couple of vehicles for each team, with only five flags up for grabs capturing and holding this point is crucial to either team's strategy. The flagpole is situated in a small courtyard next to two concrete buildings. Infantry can enter these structures and capture or contest the flag from the interior. When attacking, this is the preferred method of capturing the flag. Parking a vehicle next to the flag may be dangerous, allowing defenders posted within the building to fire rockets. But hiding in the buildings isn't totally safe. The walls of the buildings will crumble under repeated shelling by tank destroyers or the gunship. So if necessary, consider finding hiding spots away from the flag and utilizing mines or C4 to defend the flag against enemy vehicles.

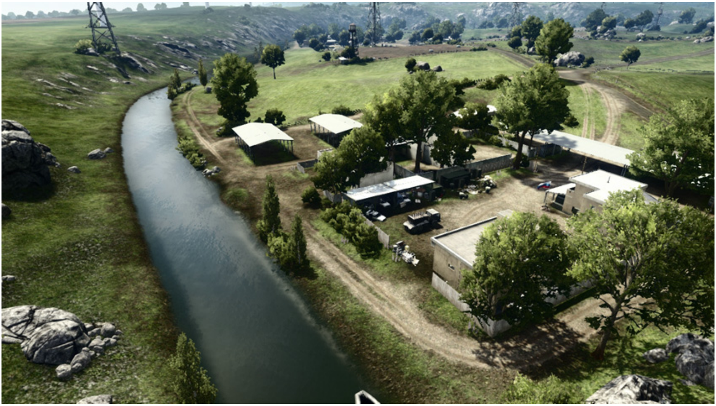
D: Village



Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Growler ITV (1)	VDV Buggy (1)	20 sec.
M1 Abrams (1)	T-90A (1)	60 sec.

The village (D) is on the south side of the map, only a few meters from the farm (C). This control point produces the only tanks on the map, spawning an M1 Abrams for the US team and a T-90A for the RU team. A single tank may not seem like much of a prize, but these heavily armored vehicles can help turn the tide in a close battle, punching through the thinner armor of tank destroyers. The area comprises multiple buildings, including farmhouses, sheds, and other agricultural structures. Most of the buildings are located to the north and west of the flag. Given the cramped quarters of this area, it's easiest to maneuver on foot or on quad bike. However, the courtyard where the flag is situated is large enough to easily accommodate larger vehicles. By crashing through the wooden perimeter fence, vehicles can approach this courtyard from the north, south, or east. Given the open nature of the courtyard, this flag is best attacked by armored vehicles. Infantry can capture and contest the flag from within the garage-like structure to the west. Defenders should consider hiding in the houses on the east side of the courtyard, where they have a clear view of the flag. Incursions by enemy vehicles can be prevented by placing mines near the flag or along the main dirt road access point to the north. The canal to the south is another possible avenue of attack, with RHIBs approaching from the treatment plant (A) or repair shop (E).

E: Repair Shop

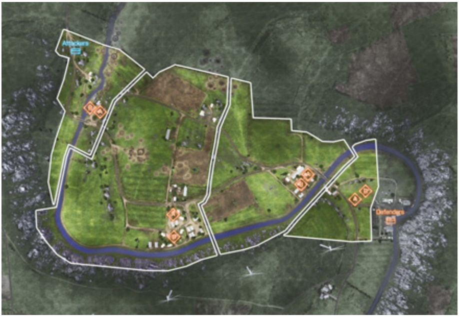


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.
M142 (1)	BM-23	50 sec.
RHIB (1)	RHIB (1)	10 sec.

The repair shop (E) is on the east side of the map, only a short distance from the RU base. As a result, the RU team should have little problem maintaining control of this flag throughout the battle. In terms of assets, the repair shop (E) is like a mirror image of the treatment plant (A). The most notable asset produced here is the mobile artillery unit spawned for both teams. The M142 and BM-23 are perfect for bombarding the central control points, hammering enemy units at the antenna (B), farm (C), or village (D). But the RU team should take extra care not to let this flag fall into the US team's hands. Otherwise they can use the M142 to bombard the RU base to the east. The RHIB spawned here is also ideal for launching amphibious attacks on the treatment plant (A) and village (D). As at many of the other control points on the map, the flag here is located in a central courtyard surrounded by a few buildings. The courtyard can become a little cramped for large vehicles like tank destroyers to easily maneuver. So it's best to approach this flag on foot or on a quad bike. The flag can be captured and contested from within the adjacent two-story house to the north. Defenders should always prepare for vehicle attacks by mining the dirt road access point on the west side. Planting C4 near the base of the flagpole is also a good deterrent to stop vehicle captures.

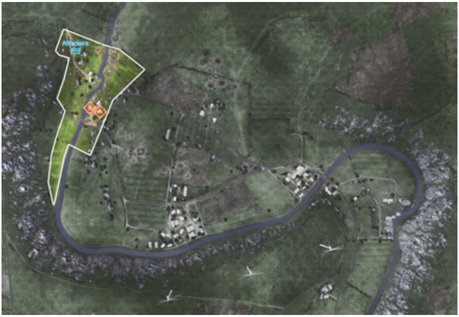
Rush



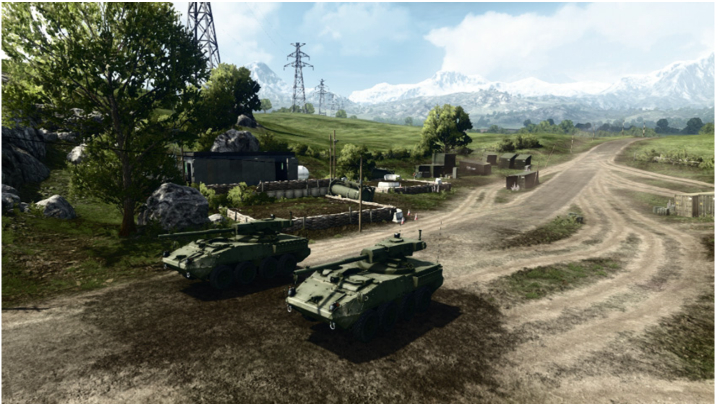
Click here for interactive maps

This Rush battle is spread across four separate zones, requiring the US team to destroy a total of eight M-COM stations to secure a victory. Throughout the battle the RU defenders have access to only two vehicles: a T-90A tank and an Mi-28 attack helicopter. Holding back the US advance largely hinges on the effective deployment of these assets. A skilled pilot and gunner in the Mi-28 can make all the difference, laying waste to US ground units while harassing the gunship. But once the battle commences to the second zone, the US gains an attack helicopter too, somewhat offsetting the RU team's advantage. As a result, the RU team's best chance at winning this battle is by holding out in the first zone. If the first two M-COM stations fall, the US team gains an even greater vehicle advantage, making it much more difficult for the RU team to hold back the attackers.

Zone 1: Treatment Plant



US Deployment



Deployment Area Assets			
Name	**Growler ITV**	**M1128**	**Gunship**
Quantity	1	2	1
Respawn Time	20 sec.	20 sec.	120 sec.

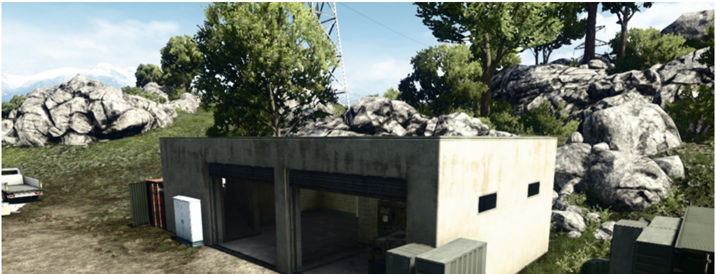
At the start of this battle the US team deploys from a small cluster of buildings on the north edge of the map. Vehicle selection is relatively sparse, consisting of two M1128 tank destroyers and one Growler ITV. If you spawn here, be sure to give your teammates rides to the front. Otherwise it's a long hike on foot. Early on, US troops can enjoy success by parachuting down to the first pair of M-COM stations from the gunship orbiting above the battlefield. However, once the RU team digs in around the objectives, the M1128 tank destroyers will be necessary to engage the T-90A. Outside the gunship, the US team has no form of air cover during this phase. As a result, the RU team's Mi-28 Havoc can pose a significant threat. Stinger missiles fired by engineers are your best option for deterring this threat, helping keep your tank destroyers and gunship safe.

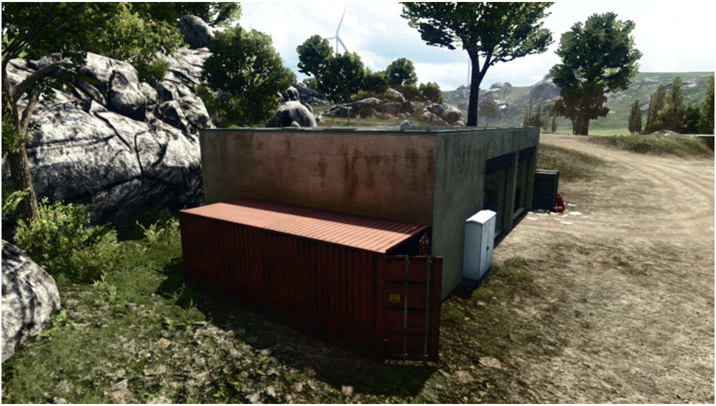
RU Deployment

Deployment Area Assets		
Name	**T-90A**	**Mi-28 Havoc**
Quantity	1	1
Respawn Time	60 sec.	60 sec.

As in any Rush battle, early-round rush attacks by the US team pose the biggest threat during this phase of the battle. Therefore the RU team must race toward the objectives and secure them before US troops can swarm the area. Expect most attacking troops to parachute in from the gunship circling above. Attacking the gunship with the Mi-28 is the best way to temporarily eliminate this airborne spawn point. Pound the gunship from a distance with heat-seeking missiles to knock it out of the sky. With the gunship out of the way, turn your attention to enemy infantry and the M1128 tank destroyers. The T-90A can assist in holding back ground attacks, but it is defenseless against the gunship's bombardment. So consider parking it beneath trees or other forms of concealment to make it harder to spot from the air. It isn't easy, but if the RU team can hold out here, the fight will be much easier. Otherwise, the US team gains a AH-1Z Viper in subsequent phases.

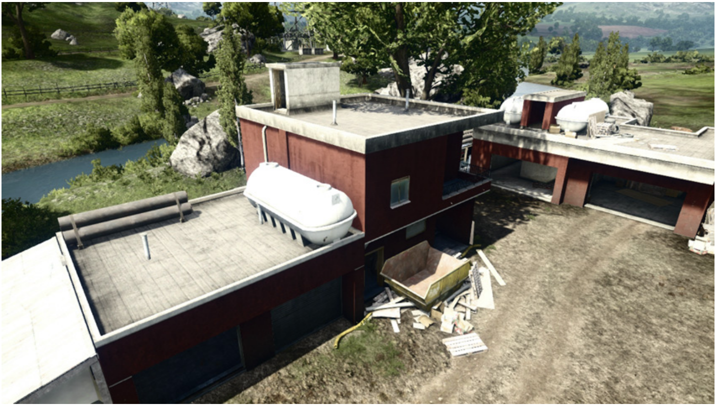
M-COM Station A

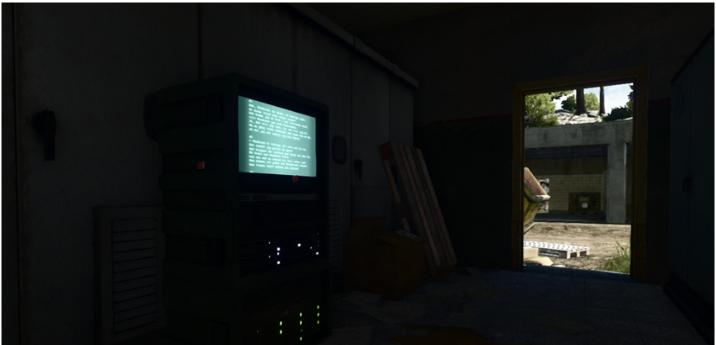




M-COM Station A is located in a small garage nestled along the southeast side of the first zone at the treatment plant. Although the concrete walls can be reduced to rubble, the US attackers should strive to preserve the exterior walls of this building, because they provide cover and concealment while you plant a charge on the objective. So limit explosive attacks by the tank destroyers and gunship when attempting to secure this area. On the other hand, the RU team may benefit from demolishing the garage's exterior walls, opening longer lines of sight for the defenders. Alternatively, consider placing booby traps (claymores and C4) around the objective and within the stairwell connecting to the garage's roof—attackers approaching via parachute often land on the roof and use these stairs to reach the ground floor.

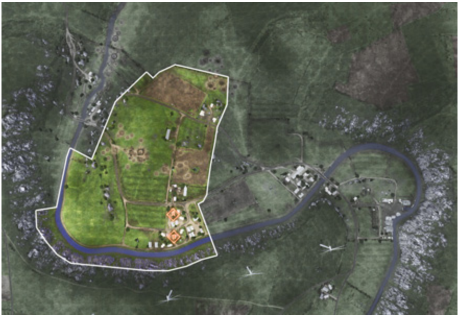
M-COM Station B



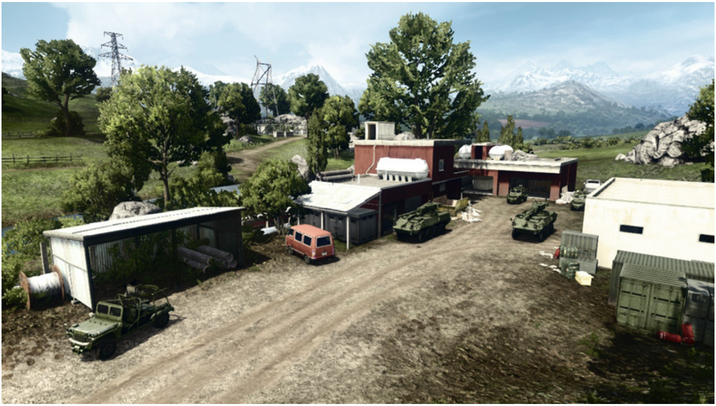


This M-COM station is housed within the ground floor of the large red building on the west side of the treatment plant. Given this objective's proximity to the US deployment area, M-COM Station B is likely to come under attack first, often rushed by troops arriving in a Growler ITV. The narrow canal on the west side of the building serves as a natural barrier. But this can easily be jumped by troops seeking to gain entrance into the building. RU defenders should consider posting troops and booby traps along this oft-traveled west side to deter attacks. In addition, RU troops should consider booby-trapping the dark interior of the building to catch unsuspecting attackers by surprise as they rush toward the objective.

Zone 2: Village



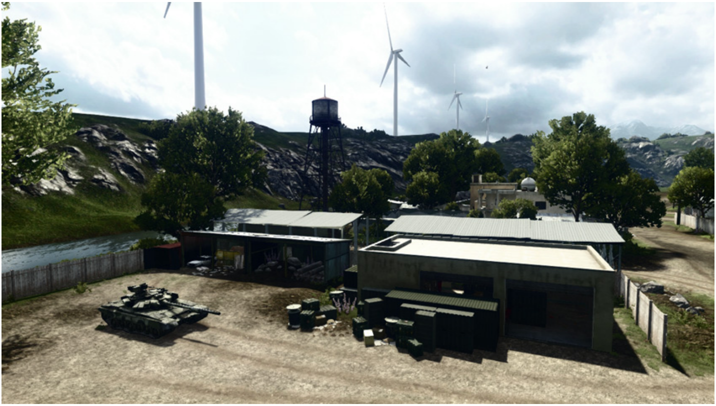
US Deployment

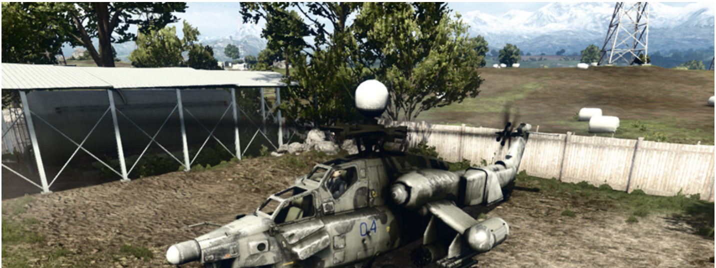


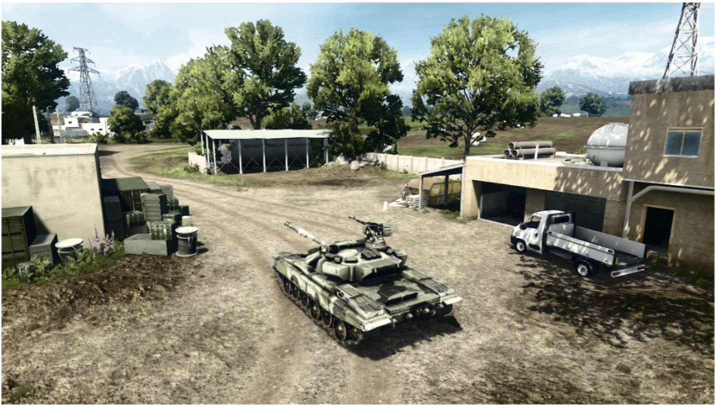
Deployment Area Assets						
Name	**Growler ITV**	**RHIB**	**M1128**	**M142**	**AH-1Z Viper**	**Gunship**
Quantity	4	1	2	1	1	1
Respawn Time	20 sec.	10 sec.	20 sec.	60 sec.	60 sec.	120 sec.

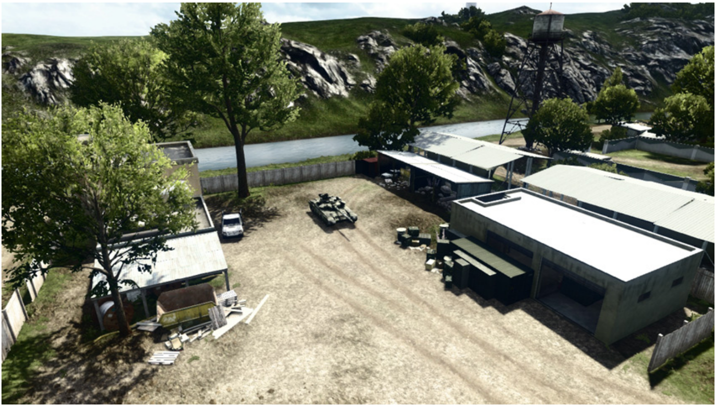
If the US team can take out the first set of M-COM stations, they gain a huge vehicle advantage in the second phase of this battle. The addition of an AH-1Z Viper definitely tilts the odds in favor of the US team—but only if manned by a competent pilot and gunner. The AH-1Z can help neutralize the RU team's Mi-28 and T-90A while the attacking infantry and ground vehicles focus on pounding the objectives. Use the M1128 tank destroyers and M142 rocket artillery to provide fire support from a distance while infantry rush in to plant charges on both M-COM stations. Meanwhile, rely on the surplus of Growler ITVs to transport troops from the deployment area to the objectives. At this stage, parachuting from the gunship is risky unless you're joined by a large number of fearless teammates.

RU Deployment





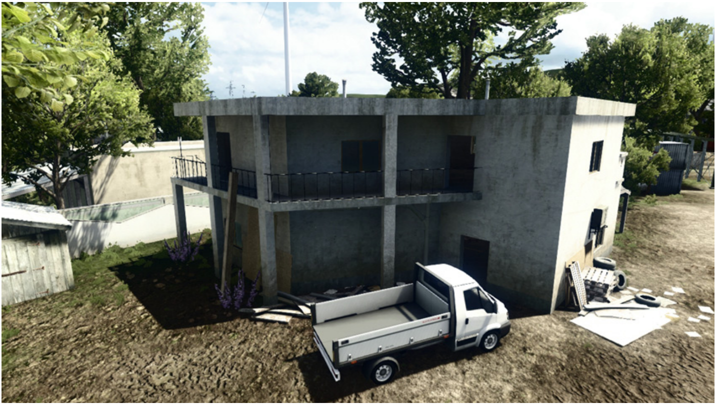


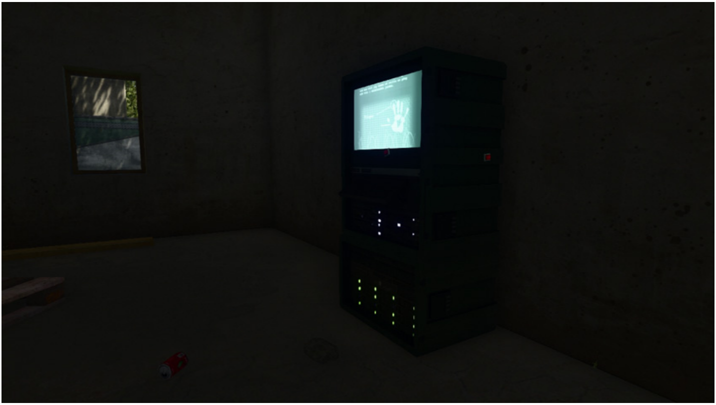


Deployment Area Assets			
Name	**T-90A**	**Mi-28 Havoc**	**9M133 Kornet Launcher**
Quantity	1	1	1
Respawn Time	60 sec.	60 sec.	30 sec.

In this phase the RU defenders face an onslaught of US vehicles while gaining no additional resources of their own. Therefore the defenders must make the most of their T-90A and Mi-28 Havoc in an effort to push back the attackers. In addition, the RU team must rely heavily on engineers to make a dent in the US offensive. Mines, anti-tank missiles, and anti-aircraft missiles are all needed to neutralize these threats. Despite the superior showing of US vehicles, the objectives can only be armed by infantry. So don't neglect to defend the M-COM stations directly. Immediately following the end of the first phase, use your time wisely to carefully position troops and vehicles before the attackers arrive. With some skill and coordination, it's possible to make a stand here—but it won't be easy.

M-COM Station A



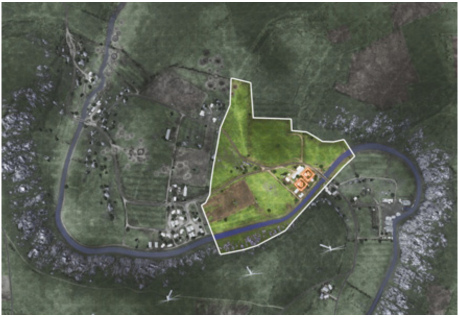


M-COM Station A is on the first floor of a two-story concrete farmhouse in the center of the rural village. The exterior walls of this building are destructible, allowing attackers to breach from virtually any direction. While the fighting in surrounding fields is dominated by vehicles, infantry with close-quarters weapons are best suited for attacking and defending this objective. The RU defenders can benefit from securing the building interior as well as watching the objective from surrounding structures. As a result, attackers should always strive to secure the perimeter before moving in to set the charge. Close air support offered by the gunship and artillery support from the M142 can help suppress defenders in the area prior to and during an attack.

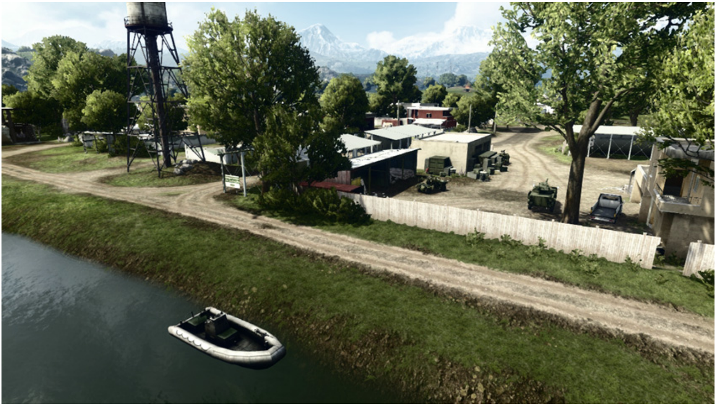
M-COM Station B

Like M-COM Station A, this objective is located within a farmhouse. But this house sits on the south side of the village, not far from the canal. Sneaky attackers can use the RHIB spawned at the US deployment area to reach this area without drawing too much attention. RU defenders should always stay nearby to respond to such sneak attacks. A Kornet launcher posted outside the house is ideal for targeting enemy ground vehicles approaching along the village's dirt roads. But infantry attacks pose the biggest threat. When attacking, US troops should bring along explosives to breach the perimeter wall around the house. Alternatively, the gunship or other vehicles can obliterate this wall prior to any infantry attack, helping friendly troops gain entry without delay.

Zone 3: Repair Shop



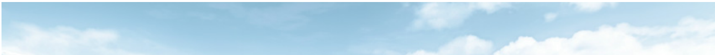
US Deployment

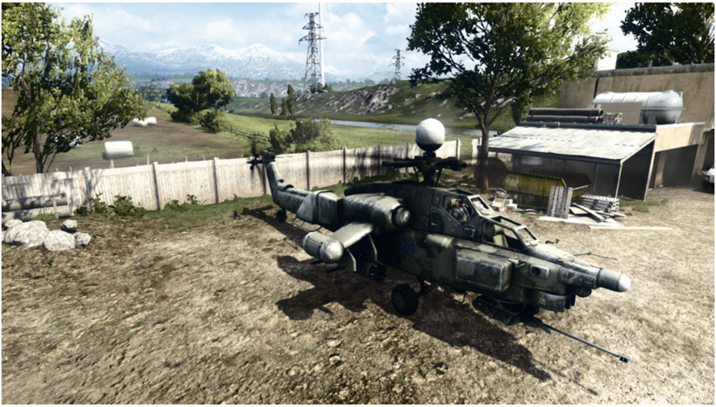


Deployment Area Assets						
Name	**Growler ITV**	**RHIB**	**M1128**	**M142**	**AH-1Z Viper**	**Gunship**
Quantity	2	1	2	1	1	1
Respawn Time	20 sec.	10 sec.	20 sec.	60 sec.	60 sec.	120 sec.

By the third phase of the battle, the momentum is definitely on the US team's side. However, the battle is far from over. The next group of objectives is to the east, requiring the attackers to cross a vast field with sparse cover. While the speed of the Growler ITVs and M1128s is effective for conducting frontal assaults, consider less risky options. The RHIB spawned here can travel along the canal to sneak up on the objectives from the south. This is the safest way to quickly reach the objectives without drawing too much attention. Such sneak attacks are more effective when accompanied by diversionary attacks. So keep the defenders distracted to draw their attention away from their exposed southern flank.

RU Deployment



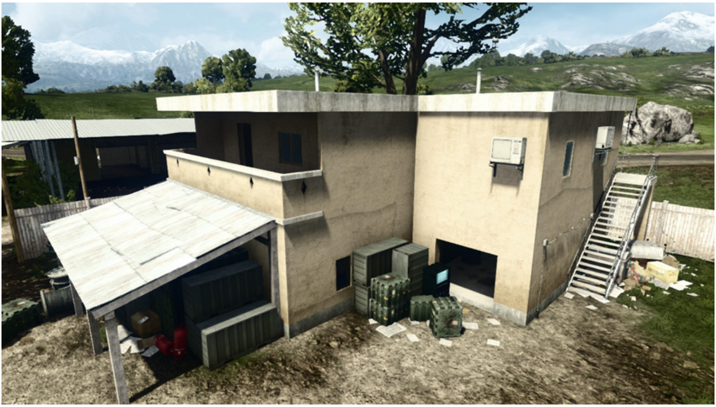


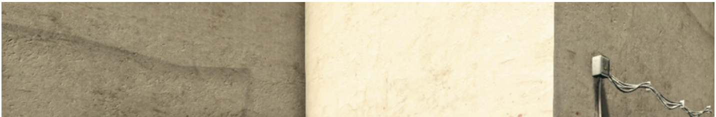
Deployment Area Assets

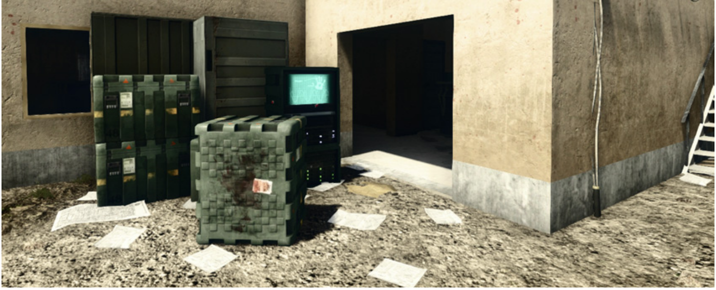
Name	T-90A	Mi-28 Havoc
Quantity	1	1
Respawn Time	60 sec.	60 sec.

The RU team continues to suffer from a shortage of equipment, once again fielding only one T-90A and an Mi-28 Havoc. While confronting the US attackers in the field to the west may be tempting, it's best to hide the T-90A back near the objectives, where it is easier to conceal among the structures. Meanwhile, rely on engineers and the Mi-28 Havoc to engage incoming US vehicles crossing the field to the west. Guided missiles, such as Javelins, are very effective here. But don't let the action in the field distract you from potential flanking attacks approaching from the south, along the canal. Keep at least one squad posted around each objective to deter surprise infantry attacks.

M-COM Station A

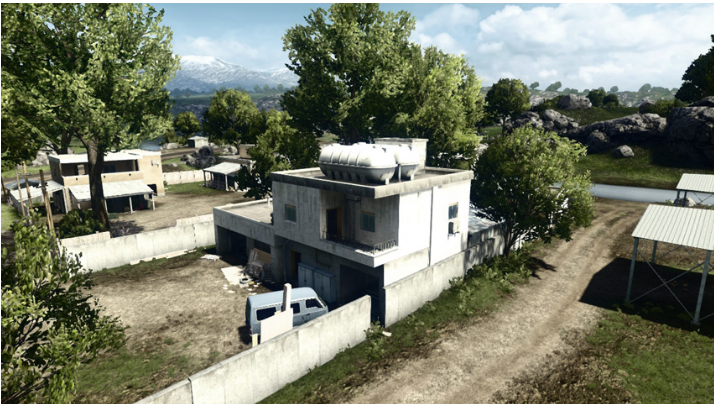


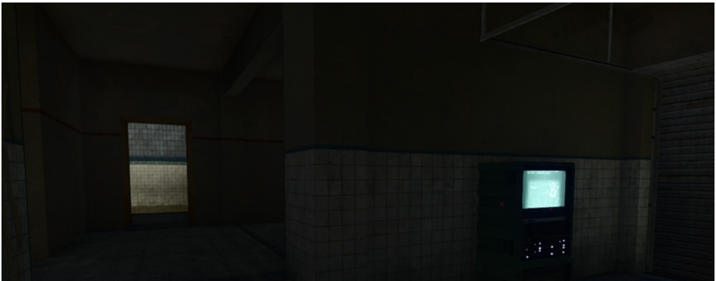


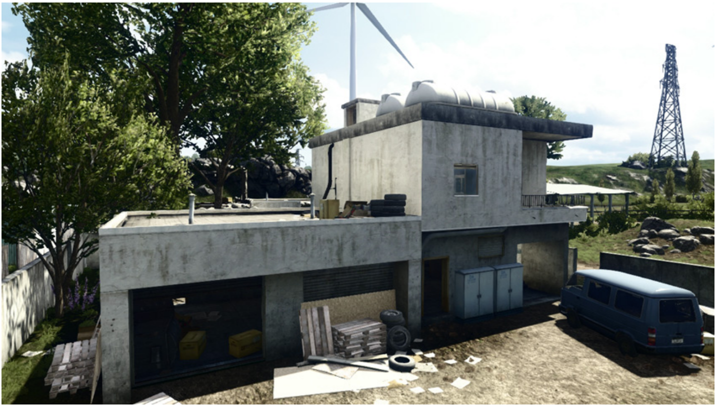


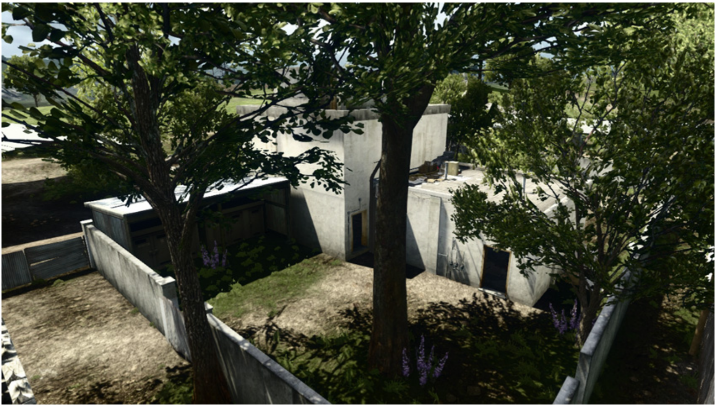
M-COM Station A is just outside a two-story farmhouse amid a small cluster of agricultural structures. Although the objective is outdoors, a few large green crates help provide cover and concealment for troops attempting to arm or disarm a charge. When possible, approach from within the farmhouse and sneak up alongside the M-COM station. By taking this approach you're far less likely to be spotted (or sniped) while moving through the open courtyard. While the nearby crates offer some protection, consider popping smoke before approaching the objective. No matter how carefully your team has secured the area, always assume an opponent has a line of sight on this M-COM station.

M-COM Station B



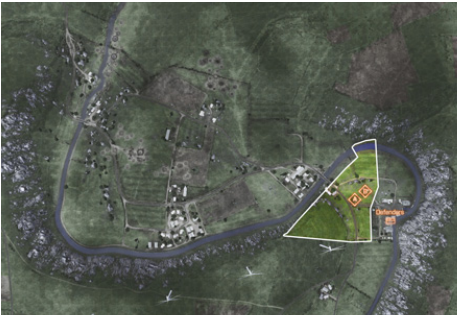




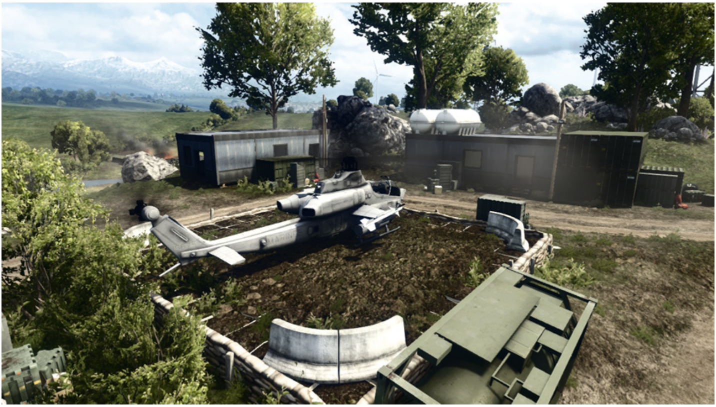


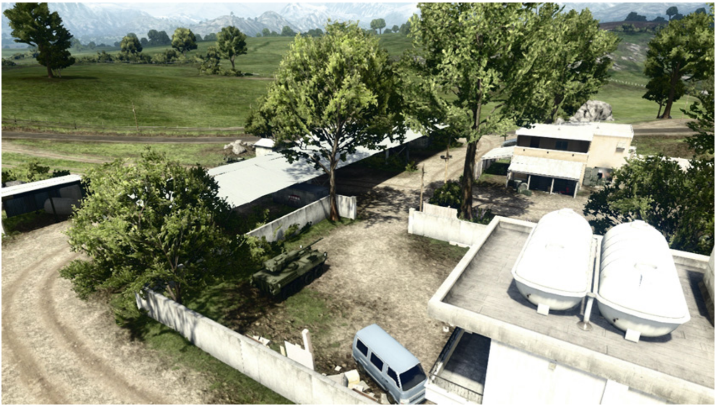
This objective is in a small concrete farmhouse on the south side of the area, only a few meters from the canal. Given the objective's nearness to the canal, it is the perfect candidate for amphibious assaults staged by US troops arriving in a RHIB. RU defenders must constantly prepare for such attacks, monitoring the canal for incoming boats. The perimeter wall surrounding the house serves as a decent line of defense. So attackers should come prepared to breach the wall with explosives in an effort to avoid the few entry points, which serve as natural choke points.

Zone 4: Artillery Base



US Deployment

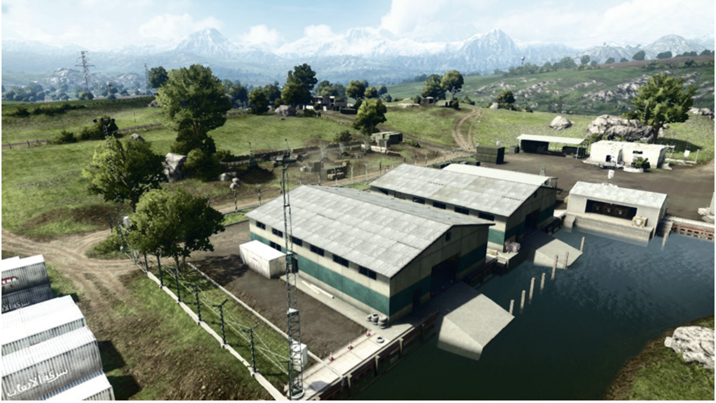


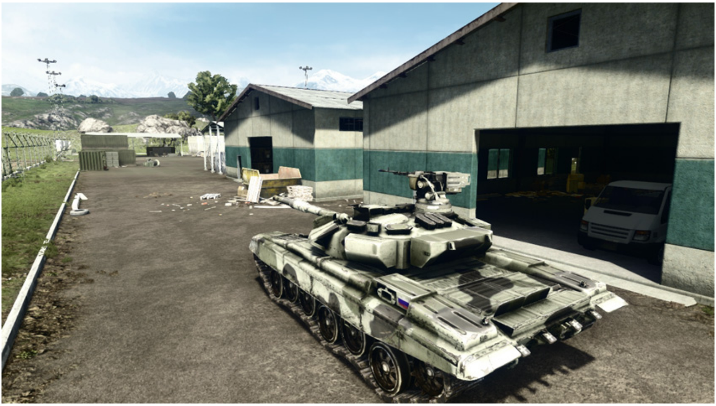


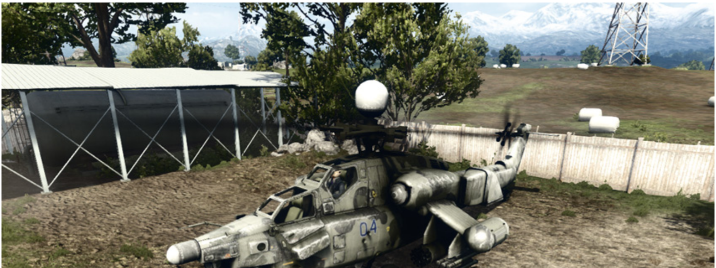
Deployment Area Assets				
Name	**Growler ITV**	**M1128**	**AH-1Z Viper**	**Gunship**
Quantity	2	2	1	1
Respawn Time	20 sec.	20 sec.	60 sec.	120 sec.

For the final phase of the battle the US team has lost some of the vehicles that made the attack such a success to begin with. However, there are still more than enough vehicular assets to secure a decisive victory. The RU artillery base to the east is the location of the final two M-COM stations. It's important to cross and secure the nearby bridge to the east before the RU team can lock it down. This bridge is a choke point and can become a deathtrap for your Growler ITVs and M1128 tank destroyers as they try to cross. Using the AH-1Z Viper and gunship, it's important to apply pressure from the air to help secure the bridge and clear a path to the final two objectives.

RU Deployment





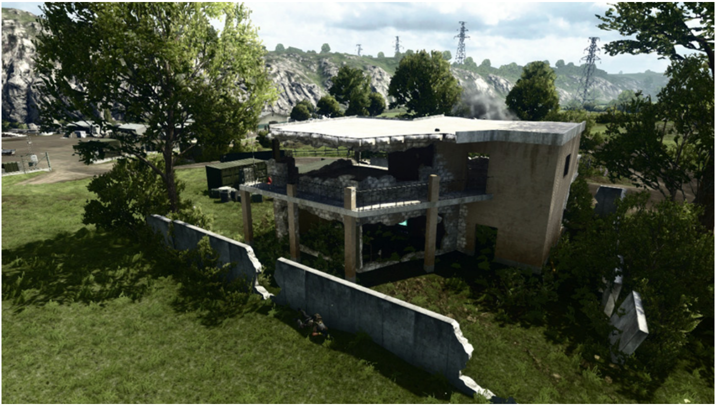


Deployment Area Assets

Name	T-90A	Mi-28 Havoc
Quantity	1	1
Respawn Time	60 sec.	60 sec.

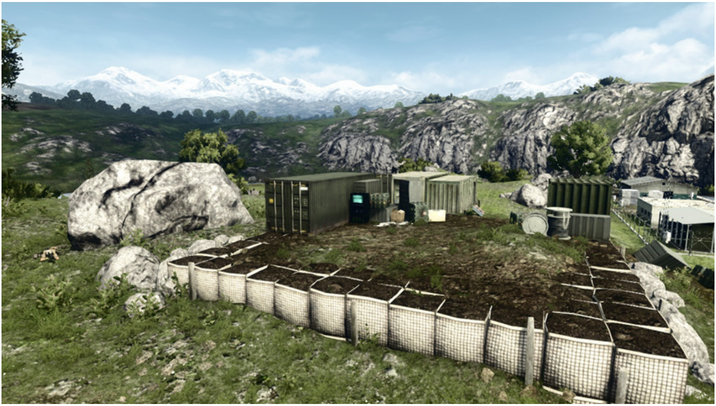
After three unsuccessful attempts to stop the US advance, the RU team is eventually pushed back to this base, where five artillery guns are positioned, shelling distant targets. Once again the RU team has only a single T-90A and an Mi-28 Havoc to assist in their last stand. The RU team can enjoy some success at containing the US team to their deployment area by controlling the east bank of the canal as well as the bridge. Engineers and other infantry can successfully harass US ground movement in this area. However, the defenders must also cover the objectives, too, protecting them from parachuting US troops dropping from the orbiting gunship. In many instances, consolidating forces around the objectives is the best way to approach this final phase.

M-COM Station A



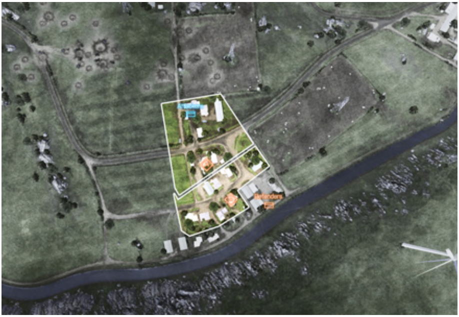
M-COM Station A is the closest objective to the US deployment area, making it the most likely first target of the attackers. The objective is on the ground floor of a partially bombed-out farmhouse. Many of the exterior walls of this house have been destroyed, offering relatively long sight lines to the objective. Anyone attempting to arm or disarm this objective should watch for opponents positioned around the perimeter of the house. To safeguard against long-range threats, pop smoke on the objective before approaching to set or disarm a charge.

M-COM Station B



This objective is positioned atop a small reinforced hill outside the artillery base, northwest of M-COM Station A. If properly defended, this objective can be extremely difficult to arm or disarm due to the lack of cover. With the exception of a few crates and containers on the north side of the hill, the objective is completely exposed. As a result, both sides should deploy smoke on the objective prior to setting or disarming a charge. If the US is successful in setting a charge, they can use the gunship's devastating weapons to defend the objective until their charge explodes. As long as the gunship is airborne, the RU team will have a difficult time reaching this objective.

Squad Rush



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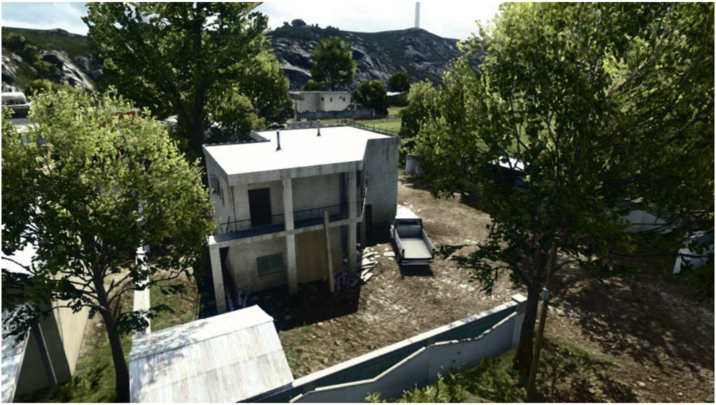
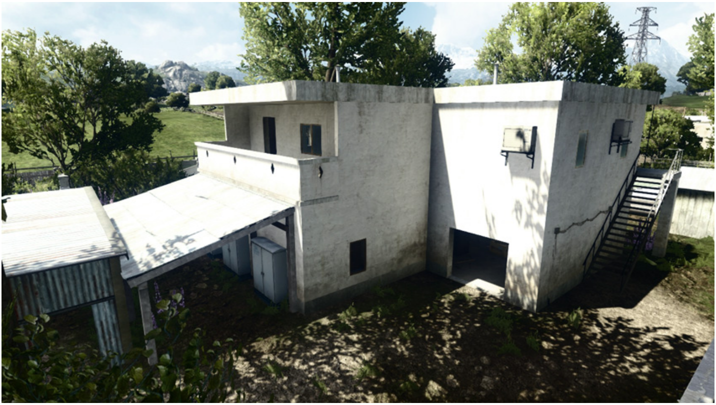
This small-scale Rush battle takes place entirely within the village, requiring both teams to brush up on their urban combat tactics. As in most Squad Rush battles, detecting your opponents plays a large part in securing a victory. But given the number of structures in the village, MAV units are largely ineffective, as they can't see through rooftops. Therefore both teams should rely on T-UGS motion sensors to help locate opponents scurrying about the village. Expect a healthy dose of house-to-house fighting in this battle. In these close quarters, carbines, shotguns, and PDWs are all very effective. But rocket launchers and grenade launchers can also prove beneficial for breaching walls or simply denying the enemy cover. Both objectives are located within dark houses, so consider attaching a tactical light to your weapon in an effort to blind opponents gathered near the M-COM stations. Laser sights are also effective for blinding enemies, but they do little to illuminate these dark spaces.

Zone 1



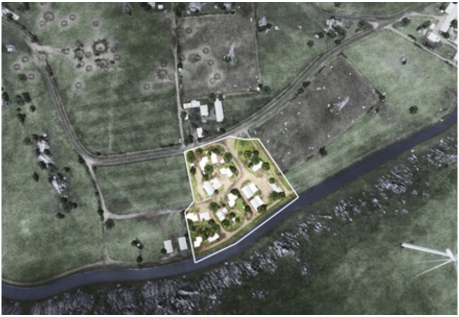


The first M-COM station is on the north side of the village on the ground floor of a farmhouse. The structures of the farm to the north offer the US attackers some cover and concealment during their initial advance. However, the road directly north of the objective is wide open, making it a popular kill zone for defenders. The attackers should always deploy smoke before crossing this road. While there are several entry points into the farmhouse, attackers are better off making their own doorway by blasting a hole in one of the perimeter walls, preferably with a SMAW rocket launcher. Whether attacking or defending, prepare for close-quarters combat within the dark interior of the house. PDWs and shotguns fitted with tactical lights are ideal for getting the jump on your opponents. Grenades are also very effective in this cramped space. Attackers should always assume the area around the M-COM station is booby-trapped with claymores or C4. Always toss a grenade toward the objective to detonate any booby traps before attempting to plant a charge.

Zone 2

Similar to the first objective, the second M-COM station is also housed within a farmhouse, this time on the southern edge of the village. Expect more close-quarters engagements as both teams struggle to gain control of the area around the farmhouse. While PDWs and shotguns are still effective, rocket and grenade launchers also come in handy for blowing holes through walls. Both teams can benefit from deploying T-UGS motion sensors as well, ideal for detecting enemy movement when sight lines are obscured by structures. Once again, tactical lights and grenades are very effective inside the dark farmhouse. The house's perimeter concrete walls are completely destructible, so attackers should always consider making their own entry point instead of walking through a potentially booby-trapped doorway.

Team Deathmatch



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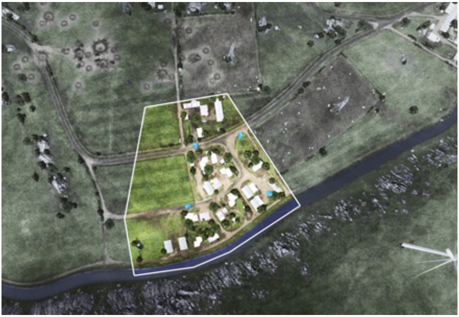
This battle, situated entirely within the confines of the village is an absolute meat grinder. The more players on the map, the greater the intensity—and carnage. Before spawning into this battle, think urban combat. Given the house-to-house nature of this battle, almost every enemy encounter occurs at extremely close range. Therefore, strongly consider bringing along a shotgun or PDW equipped with a laser sight. While the laser sight is effective for temporarily blinding opponents, it also increases hip accuracy, allowing you to fire accurately without aiming through a scope or iron sight. Rocket and grenade launchers are good choices too, ideal for blowing holes in walls, taking out opponents hiding behind cover. Consider spawning into the match as a shotgun-toting recon soldier and quickly place a T-UGS motion sensor to identify the locations of nearby enemies. Sharing this information with your team will help them hunt down opponents, boosting your team's score. Every time you spawn into the match, plant a new T-UGS motion sensor to reveal more enemies. Tracking the locations and movement of enemy troops is the best way to give your team the upper hand in this unforgiving environment.

Squad Deathmatch



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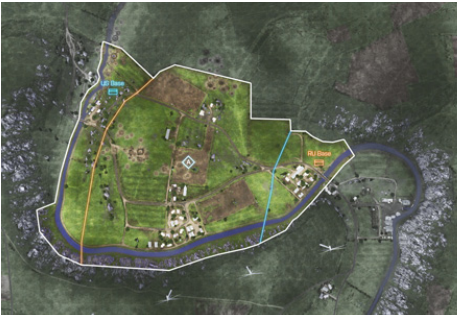
This battle is centered around the buildings of the farm and village, bringing urban-style combat to this otherwise rural setting. Expect plenty of house-to-house fighting in the center of the map, so choose your weapons accordingly. Carbines, PDWs, and shotguns are all very effective in these cramped spaces. But make sure your squad also has some anti-tank capability when it comes to dealing with the IFV. Engineers armed with rocket launchers or support troops equipped with C4 are required to take out this threat. A single IFV spawns at one of four possible locations along the perimeter of the village. Make an effort to take control of one of these vehicles to give your squad a quick boost in kills. But when driving the IFV, don't loiter among the buildings in the center of the map—there are far too many hiding spots for opponents. Instead, drive out onto the field to the west and engage opponents in the village from long range. By avoiding close contact with enemy troops, you'll have an easier time holding onto the IFV. But it will still require repairs, so make sure at least one squad member is carrying a repair tool at all times.

Tank Superiority



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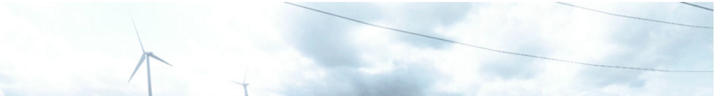
Superiority Flag

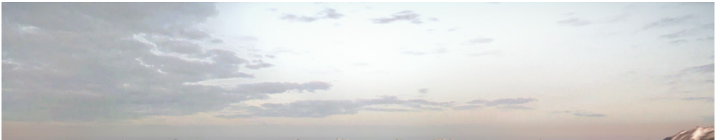


Achieving victory in this grueling armor duel requires each team to exert control over an open piece of farmland in the center of the map. The US team starts out on the west side of the map, deploying from the treatment plant. Meanwhile the RU team approaches from the east, deploying from the repair shop. The flag is located in a field just north of the farm, surrounded by rolling terrain. Since the flag sits in a bowl-like depression, units must approach within approximately 100 meters to establish a clear line of sight. So once your team has established control of the flag, form a defensive line on the east or west side of the field in an effort to block the opposing team's access to the flag. The perimeter fence lines are built on a slight hill, providing some decent protection for tanks and tank destroyers. There are also multiple craters in the field capable of concealing the chassis of a tank or tank destroyer. Parking your vehicle in a crater greatly reduces your visible profile, requiring opponents to score a hit on your turret. While infantry should avoid the no-man's land around the flag, engineers can offer support by firing Javelins and rockets from the farm to the south or from the antenna to the south. Vehicle repairs are always needed, so make sure you have access to a repair tool before spawning into the game.

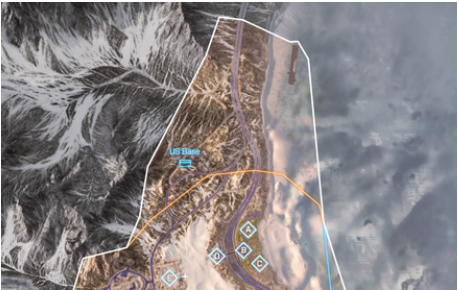
Armored Kill Battlefields

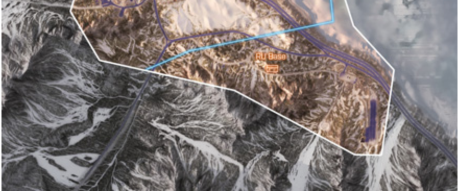
Bandar Desert

Bandar Desert



Conquest





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This desert battle offers a unique balance of ground and air combat as both teams fight for control of this sprawling region. With five flags up for grabs, each team should attempt to capture and hold a minimum of three control points. However, the uneven layout of the flags can make it difficult to draw a cohesive battle line. The artillery base (E) on the west side of the map grants access to the gunship, making it the most popular flag on the map. Both teams should attempt to capture and hold this flag so they can put the gunship's powerful weapons to use. The remaining four control points are all on the east side of the map. These control points produce very few vehicles, often leading to heavy infantry combat in this area. Most of the vehicles are produced at each team's base. So if either team wants to gain the upper hand, they'll need to consistently spawn back at their base and drive these vehicles to the front lines. Each side also has access to an attack helicopter and two jets. In most cases, their air assets offset each other as they streak across the sky locked in white-knuckle dogfights. But if one team can establish air superiority, these aircraft can make a big impact on the ground battle. In the desert, there are few places for ground vehicles to hide, making them particularly vulnerable to strafing runs.

US Base

Base Assets

Name	Quad Bike	M1128	M142	AH-1Z Viper	F/A-18E Super Hornet
Quantity	2	2	1	1	2
Respawn Time	5 sec.	20 sec.	60 sec.	60 sec.	40 sec.

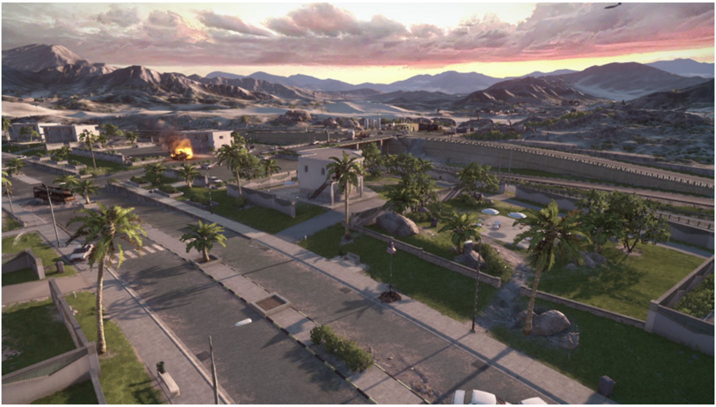
The US team deploys from the north side of the map. Infantry and vehicles spawn at the mountain village while air assets spawn farther north, along the highway. The early moments of the round are very important, leaving little time to waste. The fastest ground vehicles available here are the quad bikes, ideal for rushing the distant artillery base (E), where the gunship is accessed. While troops on quad bikes secure the artillery base (E), send the M1128 tank destroyers toward the gas station (D) and village south (A). Securing three control points early on is the best way to gain the upper hand in the battle, forcing a drain on the RU team's ticket count. While the ground units capture and hold control points, use the AH-1Z Viper and F/A-18E Super Hornets to establish air superiority. The RU team's jets and helicopters pose a constant threat to your ground forces, so act quickly to shoot down these aircraft. When the air is clear of hostile units, use the Viper and Super Hornets in a close air support role, strafing enemy tanks and tank destroyers.

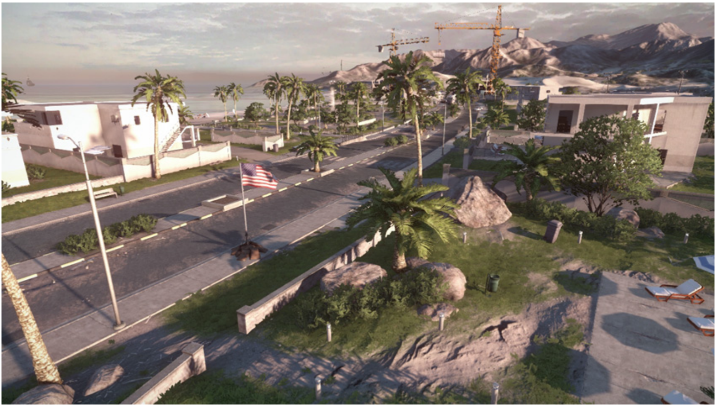
RU Base

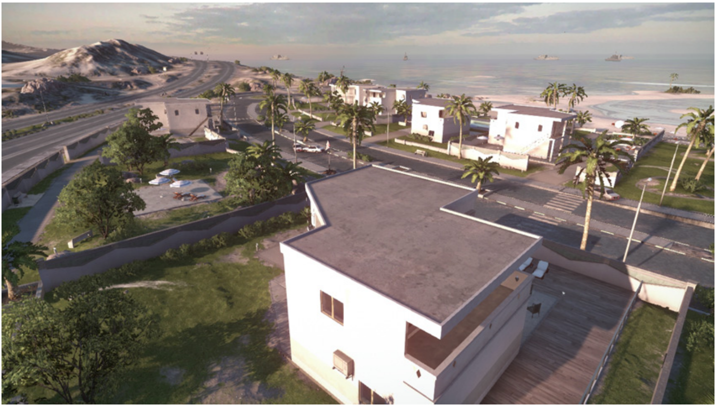
Base Assets					
Name	Quad Bike	SPRUT-SD	BM-23	Mi-28 Havoc	SU-35BM Flanker-E
Quantity	2	2	1	1	2
Respawn Time	5 sec.	20 sec.	60 sec.	60 sec.	40 sec.

The RU team deploys on the south side of the map, with the majority of vehicles spawning at the mountain outpost. All air vehicles spawn at the airfield to the southeast. It's important to make an early push to secure at least three flags. Start by sending quad bikes to the artillery base (E) in an effort to gain access to the gunship. Meanwhile, roll out the SPRUT-SD tank destroyers toward the central control points, securing the gas station (D) and construction site (C). While the ground units roll out, get the SU-35BM jets and Mi-28 attack helicopter in the air to guard against US air strikes. Neutralizing the US jets and helicopter should be the primary responsibility of the RU team's air assets. This includes shooting down the gunship if the US team manages to capture the artillery base (E). With the US air assets eliminated, the RU team's aircraft can begin conducting strafing runs on enemy ground units. But always watch for new US aircraft taking off. Break off any ground attacks to focus on achieving air superiority.

A: Village South

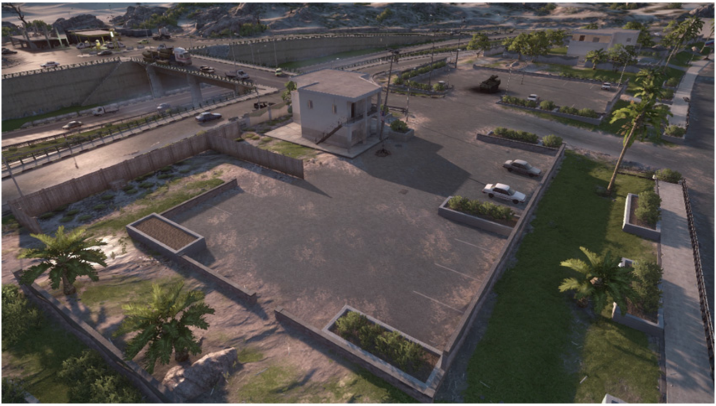


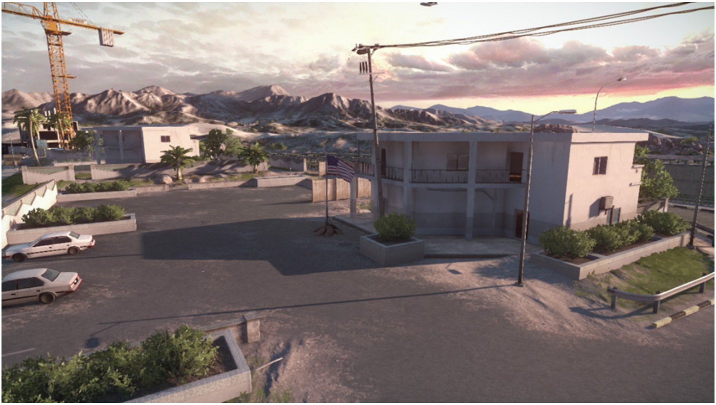




The village south (A) control point produces no vehicles for either team. But don't let that deter you from capturing and defending this flag. With only five flags up for grabs, every control point is worth fighting for, especially in a close match. For the US team, simply having a spawn point in the center of the map is a big benefit, allowing for attacks on the nearby village center (B) or gas station (D). The flagpole is planted on a sidewalk along the main street cutting through the seaside village. Given the lack of cover, this flag is best captured from within the safe confines of an armored vehicle. If you're on foot, take cover along the low wall to the west of the flag or hide in vegetation on the median to the east. Given its proximity to the street, this flag is often rushed by vehicles approaching from the north or south. Defenders should consider placing mines on this road or packing the flag's capture radius with C4. The surrounding two-story buildings provide excellent overwatch positions for attackers and defenders alike. But the walls of these concrete buildings won't withstand heavy fire, so be ready to move out if you've been spotted by an enemy tank destroyer.

B: Village Center

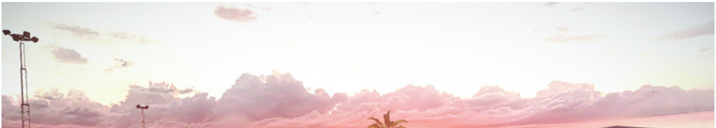


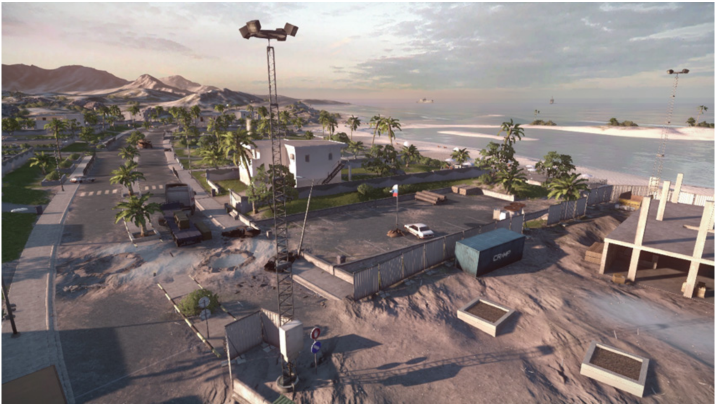


Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.
M1128 (1)	SPRUT-SD (1)	20 sec.

The village center (B) is one of the most valuable control points on the map, producing a quad bike and tank destroyer for each team. In matches where opponents fail to spawn at their base and field ground vehicles, gaining a tank destroyer in the center of the map can make a huge difference when attacking the four surrounding control points. The flag is located in a large parking lot next to a concrete two-story house. If you're on foot, hide inside the house to convert or contest the flag. While the house's exterior walls won't hold up to heavy bombardment, they provide adequate protection from small-arms fire. Given this control point's central location, it's likely to change hands many times during the course of a battle. But gaining access to a tank destroyer spawn point makes this a flag worth fighting for, so don't leave it undefended. Those left behind on guard duty will see more than their fair share of action. Engineers and support troops are capable of dealing with a variety of threats, but they can greatly benefit from keeping the tank destroyer nearby.

C: Construction Site





Like the village south (A), the construction site (C) produces no vehicles for either team. Still, it's a control point worth holding onto, if for nothing other than maintaining a spawn point in the center of the map. The flag itself is in a small parking lot on the north side of the facility. Except for cars and a low perimeter wall, there isn't much cover within the flag's capture radius. As a result, it's safest to capture this control point from within an armored vehicle. However, watch for mines and other booby traps before driving toward the flag. The nearby construction cranes are popular sniper perches for recon troops eager to score long-range kills. From the cranes, recon troops can easily cover the flags at the village south (A), village center (B), and gas station (D). So even if the construction site (C) is in your team's possession, the cranes may be occupied by enemy snipers. Strafe the tops of these cranes regularly using your team's attack helicopter or gunship in an effort to clear out enemy sharpshooters. It's also possible to cover the flag and cranes from the house on the north edge of the parking lot. If necessary, blow a hole in the southern upstairs wall to make a bigger window.

D: Gas Station

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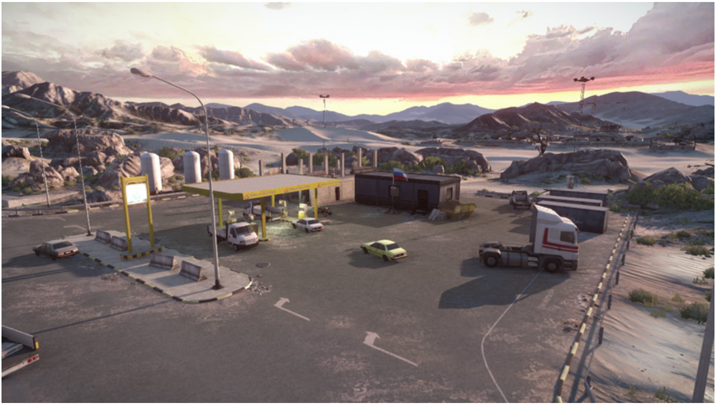


Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.

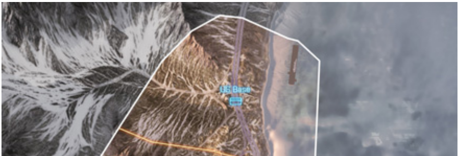
The gas station (D) is along the west side of the highway, between the village center (B) and artillery base (E). As the midway point between these two crucial control points, the gas station (D) sees plenty of traffic throughout the course of the battle. Before arriving, target the gas pumps. It's better to knock out these highly explosive objects before you get too close—otherwise you run the risk of getting caught in a large explosion. Once the gas pumps have been set ablaze, the smoke offers some welcome concealment. The flag is next to a flimsy prefabricated office. If you're on foot, always hide in this office while attempting to capture the flag. But when defending here, consider hiding in the partially constructed building to the south. The control point produces a quad bike for each team, ideal for racing to nearby flags. Use the highway overpass to the east to reach the nearby control points. This overpass can also serve as a choke point for defenders attempting to stop intrusions from the village center (B).

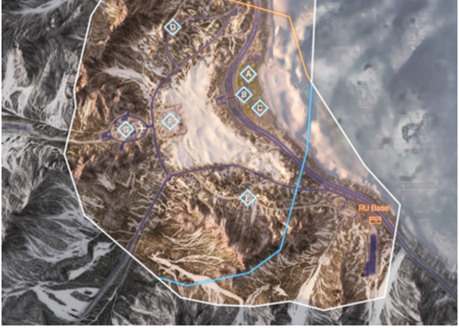
E: Artillery Base

Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (2)	Quad Bike (2)	5 sec.
Gunship (1)	Gunship (1)	60 sec.

The artillery base (E) is a fortified military installation on the western edge of the map. The team that manages to capture and control this flag gains access to the gunship orbiting above the battlefield. As a result, this is one of the most contentious points on the map. This sprawling facility is surrounded by a perimeter fence and contains multiple structures capable of serving as overwatch positions for defenders. Four official gates offer access into the facility, but the weak perimeter fence can be breached at virtually any point by vehicles or infantry. The flag is near the center of the base, near a large white fuel tank—consider blowing up this tank before you get too close. Given the size and its porous perimeter fence, don't bother trying to lock down this base. Instead, focus defensive efforts around the flag. Placing mines near the flag or simply parking a tank destroyer nearby serves as a good deterrent. Keep at least one squad here at all times to secure this flag. Even if the defending squad is wiped out, they can maintain a presence in the base by placing a radio beacon in one of the nearby structures.

Conquest 64





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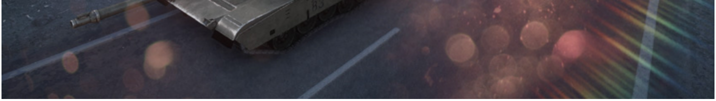
To date, this is the largest map in the history of the Battlefield franchise. As a result, transportation is key to reaching your destination and securing control points—don't try to hike across this sprawling landscape. Fortunately, the map is packed with vehicles, with most spawning at each team's base. In fact, the bases supply each team with their only tanks. So be ready to spawn back at your base if you want to jump in a tank and gain an edge over the numerous tank destroyers and light vehicles racing across the desert. With seven flags on the map, each team must try to capture and hold at least four control points to initiate a drain on the opposing team's ticket count. Both teams should make an early push for the army base (G) on the west side of the map. This crucial control point grants the controlling team access to the gunship as well as an extra scout helicopter. While most of the control points are spread out, requiring some form of transportation, the three flags clustered near the coast are easily managed by infantry. While vehicles are available at the village south (A), village center (B), and construction site (C), fighting for these flags is often dominated by infantry—vehicle drivers should watch for mines and other infantry-related threats when cruising through this area. With so many ground vehicles scurrying about, the desert is an absolute kill zone for jet and helicopter pilots eager to boost their score. But both teams should attempt to establish air superiority before lining up strafing runs. Getting distracted by juicy ground targets is a surefire way to get shot down by enemy pilots, not to mention the mobile and stationary anti-aircraft units.

US Base

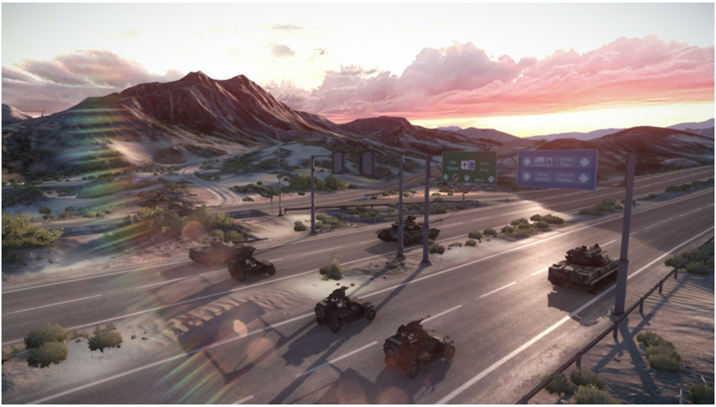


Base Assets

Name	Growler ITV	M1128	M1 Abrams	LAV-AD	AH-6J Little Bird	AH-1Z Viper	F/A-18E Super Hornet	Centurion C-RAM
Quantity	3	3	2	1	1	1	2	1
Respawn Time	20 sec.	20 sec.	20 sec.	20 sec.	60 sec.	60 sec.	40 sec.	—

This base produces the vast majority of the US team's vehicles. So if you're having trouble finding transportation, this is the place to spawn. The US base is spread across two distinct zones. All the ground vehicles spawn along the highway on the north side of the map, while the jets and helicopters spawn on the aircraft carrier to the northeast. In between these two zones is a Centurion C-RAM anti-aircraft gun. The many parked vehicles at the US base make it a tempting target for enemy aircraft. Use the Centurion C-RAM and LAV-AD to fend off strafing runs by the RU team's jets and helicopters. Early during the round US troops spawning here should try to capture as many control points as possible. Use the AH-6J Little Bird to transport troops to distant control points, like the army base (G), while the Growler ITVs and M1128 tank destroyers rush to the nearby flags of the mountain village (D), village south (A), and village center (B). While the ground forces take and hold ground, it's up to the jets and helicopters to neutralize the RU team's air assets. The RU team's Mi-28 Havoc poses a particular threat to the US team's ground forces. Use the Super Hornets and LAV-AD to clear the skies, paving a clear path for friendly tanks and tank destroyers.

RU Base

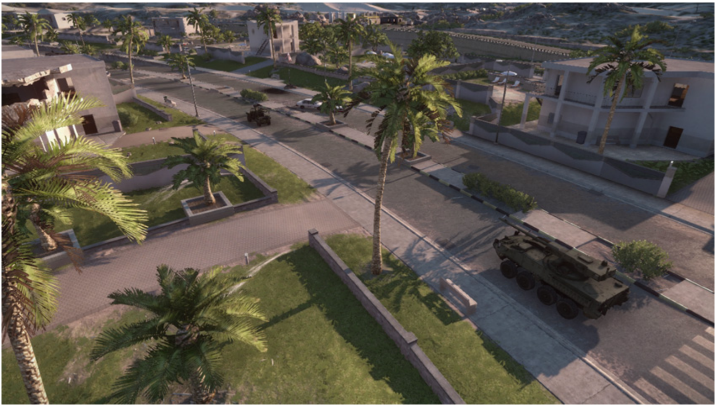


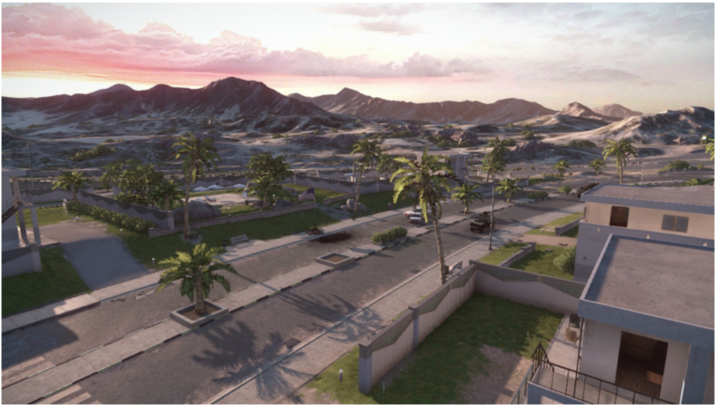
Base Assets

Name	VDV Buggy	SPRUT-SD	T-90A	9K22 Tunguska-M	Z-11W	Mi-28 Havoc	SU-35BM Flanker-E	Pantsir S-1
Quantity	3	3	2	1	1	1	2	1
Respawn Time	20 sec.	20 sec.	20 sec.	20 sec.	60 sec.	60 sec.	40 sec.	—

The RU team deploys on the south side of the map with the exact same type and number of vehicles as their US opponents. As at the US base, the RU team's assets are spread across two different locations. All the RU team's ground vehicles are spawned on the highway along the southern coast. Meanwhile, the RU team's jets and helicopters are spawned at the airfield to the southeast. To protect these vehicles from air strikes, make sure the Pantsir S-1 anti-aircraft gun is manned, particularly during the opening moments of the battle. The 9K22 Tunguska-M can also help deter strafing runs by US aircraft—move this vehicle west of the base so it can provide more comprehensive air coverage above the central control points. Early on the RU team should make a move for the army base (G) in an effort to gain control of the gunship. Use the Z-11W scout helicopter to rush a squad to this location while the VDV Buggies and SPRUT-SD tank destroyers secure the nearby mountain outpost (E), construction site (C), and village center (B). Consider making a move for the artillery base (F) too, in an effort to better secure the army base (G). Waste no time getting the SU-35BMs into the air so they can counter the US jets and helicopters. The Mi-28 Havoc can assist in the air battle as well, but it's far more effective attacking the US tanks and tank destroyers as they race across the open desert.

A: Village South



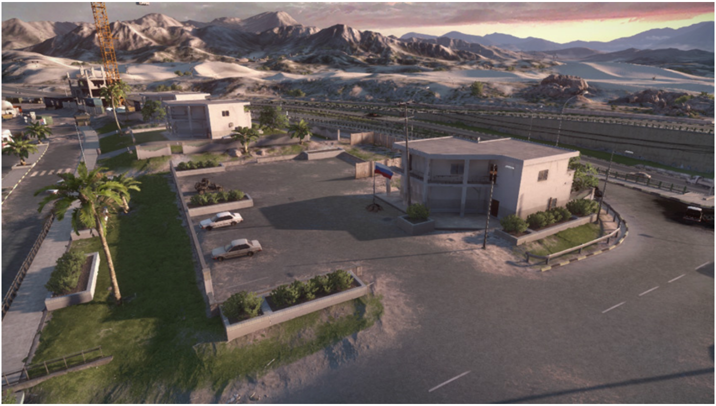


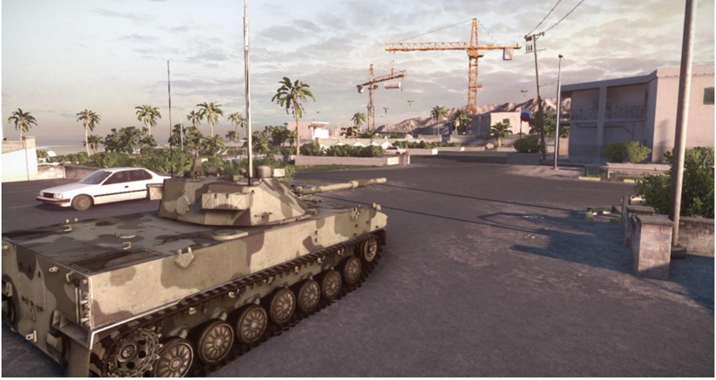
Control Point Assets

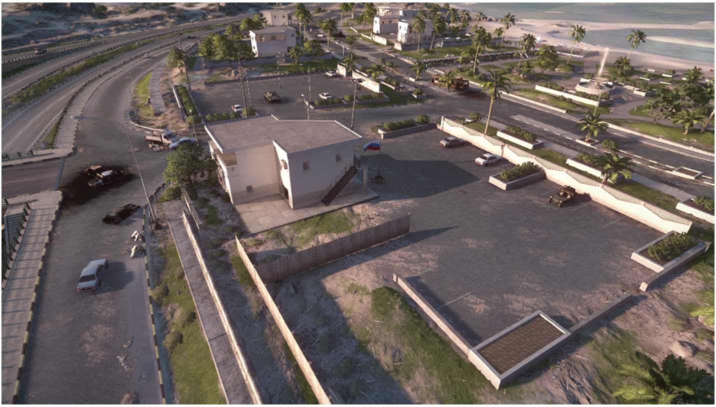
US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.
M1128 (1)	SPRUT-SD (1)	40 sec.

Don't let the name confuse you. The village south (A) is located on the north side of the map, not far from the US base. This control point spawns a tank destroyer for each team, making it an extremely valuable control point. For the US team, simply having a spawn point within the center of the map is a big benefit, allowing for attacks on the nearby village center (B) or construction site (C). The flagpole is planted on a sidewalk along the main street cutting through the seaside village. Given the lack of cover, this flag is best captured from the safe confines of an armored vehicle. If you're on foot, take cover along the low wall to the west of the flag or hide in vegetation on the median to the east. Given its proximity to the street, this flag is often rushed by vehicles approaching from the north or south. Defenders should consider placing mines on this road or packing the flag's capture radius with C4. The surrounding two-story buildings provide excellent overwatch positions for attackers and defenders alike. But the walls of these concrete buildings won't withstand heavy fire, so be ready to move out if you've been spotted by an enemy tank or tank destroyer.

B: Village Center





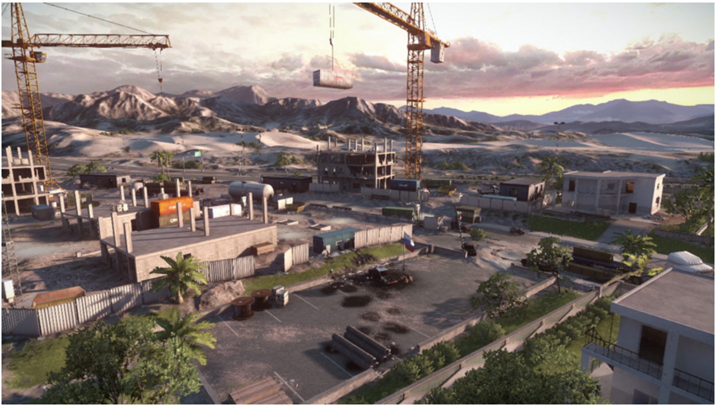


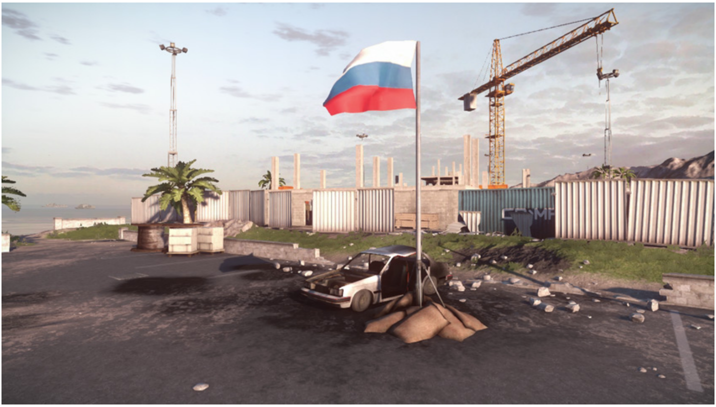
Control Point Assets

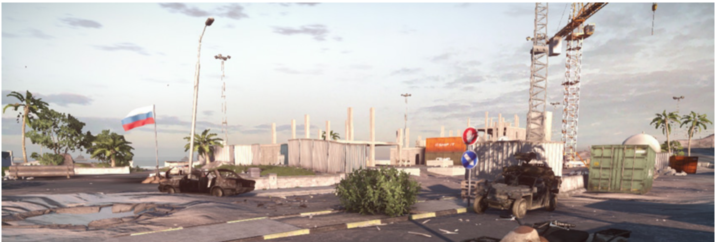
US Control	RU Control	Respawn Time
Growler ITV (1)	VDV Buggy (1)	20 sec.
M1128 (1)	SPRUT-SD (1)	40 sec.

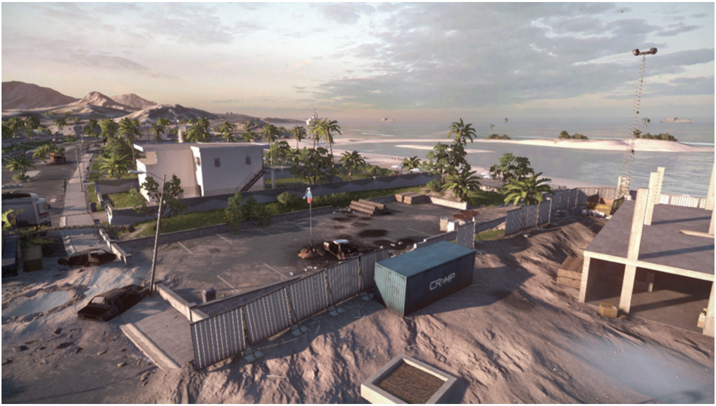
The village center (B) is in the center of the cluster of three control points near the coast. This makes it a high-traffic area that is likely to change hands many times during the course of the battle. The addition of a tank destroyer makes it a valuable flag to hold onto. In matches where opponents fail to spawn at their base and field ground vehicles, gaining a tank destroyer in the center of the map can make a huge difference when attacking the surrounding control points. The flag is located in a large parking lot next to a concrete two-story house. If you're on foot, hide inside the house to convert or contest the flag. While the house's exterior walls won't hold up to heavy bombardment, they provide adequate protection from small-arms fire. Given this control point's central location, it's likely to change hands many times during the course of a battle. But gaining access to a tank destroyer spawn point makes this a flag worth fighting for, so don't leave it undefended. Those left behind on guard duty will see more than their fair share of action. Engineers and support troops are capable of dealing with a variety of threats, but they can greatly benefit from keeping the tank destroyer nearby.

C: Construction Site







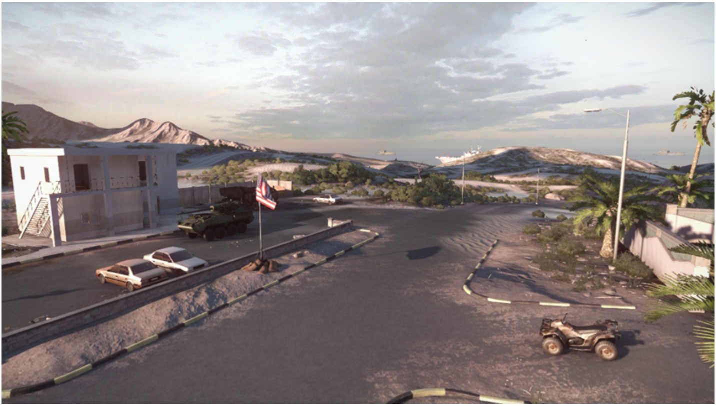


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.

Unlike the nearby village south (A) and village center (B), the construction site (C) doesn't produce a tank destroyer. Still, it's a control point worth holding onto, if for nothing other than maintaining a spawn point in the center of the map. The flag itself is in a small parking lot on the north side of the facility. Except for cars and a low perimeter wall, there isn't much cover within the flag's capture radius. As a result, it's safest to capture this control point in an armored vehicle. However, watch for mines and other booby traps before driving toward the flag. The nearby construction cranes are popular sniper perches for recon troops eager to score long-range kills. From the cranes, recon troops can easily cover the flags at the village south (A) and village center (B). Consider placing a SOFLAM on one of these tall cranes to laser-designate enemy vehicles. Even if the construction site (C) is in your team's possession, the cranes may be occupied by enemy snipers. Strafe the tops of these cranes regularly using your team's attack helicopter or gunship to clear out enemy sharpshooters. It's also possible to cover the flag and cranes from the house on the north edge of the parking lot. If necessary, blow a hole in the southern upstairs wall to make a bigger window.

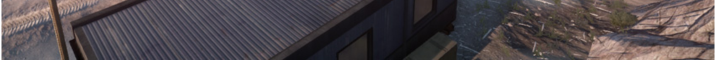
D: Mountain Village



Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (2)	Quad Bike (2)	5 sec.
M1128 (1)	SPRUT-SD (1)	40 sec.
M142 (1)	BM-23 (1)	50 sec.
M220 TOW Launcher (1)	M220 TOW Launcher (1)	30 sec.

The mountain village (D) is on the north side of the map, putting it well within the US team's sphere of influence given its close proximity to the US base. However, both teams can benefit from the assets produced here, including a tank destroyer and mobile artillery unit. The M142 and BM-23 artillery units are great for bombarding distant control points like the artillery base (F) and army base (G). If the RU team takes control of this point, they can even aim the rockets toward the US base. For this reason alone, the US should try to hold onto this control point throughout the battle. The flag here is situated on a median on the street running through the village. There isn't much cover near the flag, so it's safest to capture or convert this flag from within an armored vehicle. But attackers should watch for mines left around the flagpole before rushing in for the capture. Defenders may also be posted in the buildings flanking the street. These buildings offer decent cover and concealment, but they can still be reduced to rubble when subjected to heavy bombardment by tanks or aircraft.

E: Mountain Outpost

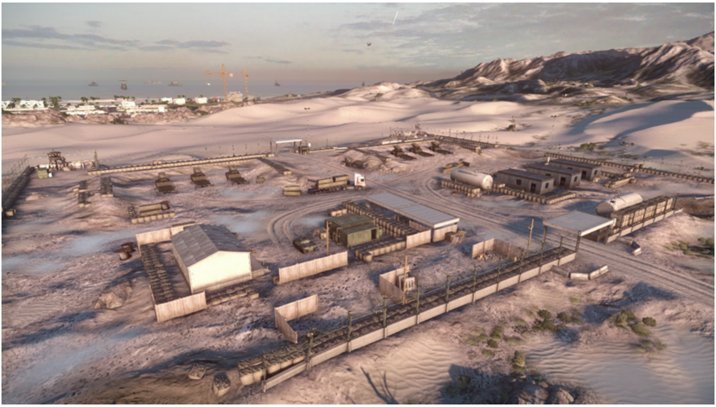


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (2)	Quad Bike (2)	5 sec.
M1128 (1)	SPRUT-SD (1)	40 sec.
M142 (1)	BM-23 (1)	50 sec.

The mountain outpost (E) is like a mirror image of the mountain village (D), providing the RU team with a control point close to their base. As a result, the RU team is likely to hold this control point for most of the battle. This southern control point produces a tank destroyer and mobile artillery unit for both teams, as well as a couple of quad bikes. Besides the mountain village (E), this is the only other control point that produces the M142 and BM-23 mobile artillery units, ideal for bombarding distant control points in the center of the map. The US team can even use the M142 spawned here to pound the nearby RU base. The flag is next to a small concrete storage building. This small structure is within the flag's capture radius, allowing infantry to seek shelter while capturing or converting the flag. Given the flag's proximity to the dirt road cutting through the facility, vehicle capture attempts are also common. Defenders should consider mining this road or keeping the control point's tank destroyer nearby to fend off attackers.

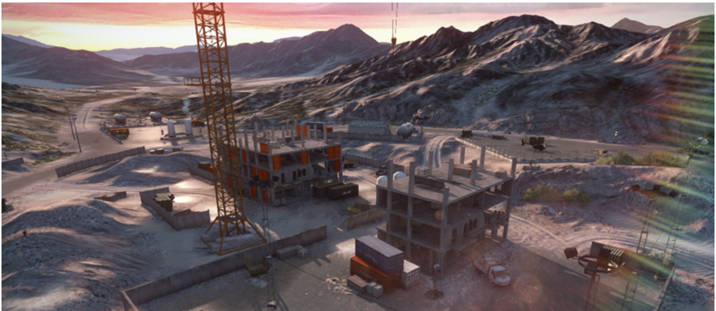
F: Artillery Base

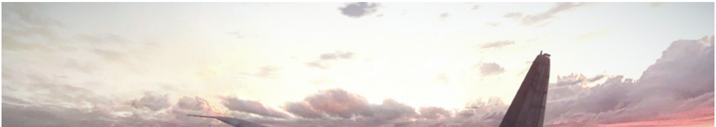


Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.
M1128 (1)	SPRUT-SD (1)	40 sec.

The artillery base (F) is a fortified military installation on the western edge of the map. Located only a short distance east of the highly contentious army base (G), it is likely to see heavy traffic throughout the battle. This sprawling facility is surrounded by a perimeter fence and contains multiple structures capable of serving as overwatch positions for defenders. Four official gates offer access to the facility, but the weak perimeter fence can be breached at virtually any point by vehicles or infantry. The flag is near the center of the base, by a large white fuel tank—consider blowing up this tank before getting too close. Given the size and its porous perimeter fence, don't bother trying to lock down this base. Instead, focus defensive efforts around the flag. Placing mines near the flag or simply parking a tank destroyer nearby serves as a good deterrent. Keep at least one squad here at all times to secure this flag. Even if the defending squad is wiped out, they can maintain a presence in the base by placing a radio beacon in one of the nearby structures. Defending this control point is much easier if the army base (G) is held by your team. So make an effort to capture and defend these two western control points.

G: Army Base

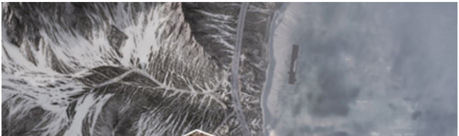


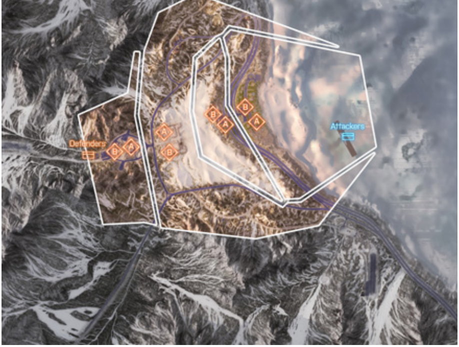


Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (2)	Quad Bike (2)	5 sec.
M1128 (1)	SPRUT-SD (1)	40 sec.
AH-6J Little Bird (1)	Z-11W (1)	60 sec.
Gunship (1)	Gunship (1)	60 sec.
9M133 Kornet Launcher (2)	9M133 Kornet Launcher (2)	30 sec.

The army base (G) is without a doubt the hottest spot on the map and often the site of the most intense fighting. In addition to supplying the controlling team with access to a powerful gunship, this control point produces a scout helicopter, a tank destroyer, and a couple of quad bikes. Both teams should rush this control point early during the battle and attempt to capture the flag. If necessary, fly a jet over the control point and bail out above the flag—sacrificing a jet is worth gaining early access to this control point's bountiful assets. This facility is still under construction, as evident by the incomplete structures and massive crane. Like the crane at the construction site (C), this crane is a popular sniper perch, ideal for monitoring enemy movements on the western side of the map, including the nearby artillery base (F). The helipad on the north side of the facility is complete and hosts a scout helicopter for the controlling team. Even if your team doesn't control the flag, make an effort to steal this helicopter to give your team a boost in the air. The flag is positioned on the east side of the facility next to a tall, partially constructed building. It's possible to capture and contest the flag from within this structure, giving infantry the opportunity to seek cover amid the chaos. Once the flag is captured, keep at least one squad here at all times to defend this control point. Maintaining access to the gunship is crucial to gaining the upper hand in this battle.

Rush

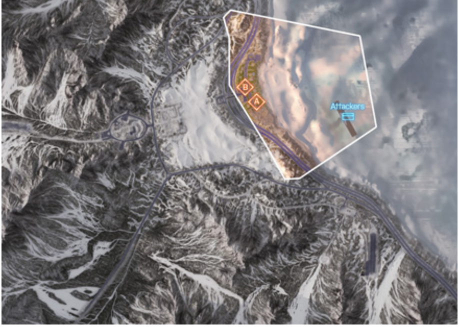




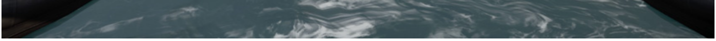
Click here for interactive maps

This Rush battle starts off on the east side of the map, at the village, as the US attackers attempt to take control of four separate zones. As in all Rush battles, the attackers have the advantage when it comes to vehicles. But it will take a coordinated effort by the US to knock out all eight M-COM stations. Try to overwhelm the defenders by hitting one objective at a time, simultaneously attacking with tank destroyers and the AMTRAC while using the A-10 and gunship to provide close air support. This is a very large map, and the RU defenders must stay disciplined, focusing on the objectives instead of racing off into the desert in an attempt to hunt down the attackers. Careful deployment (and constant repair) of the tank destroyers and a good SU-25TM pilot can make all the difference for the defenders. But defending engineers are also essential for stopping the onslaught of attacking vehicles. The US team's gunship circling above each zone can also be a game changer. This airborne spawn point and weapons platform is a constant threat to the RU team. So they should look to shoot it down early and often using the SU-25TM or shoulder-fired IGLA missiles. Maintaining air superiority is no easy task for the defenders, but it goes a long way in securing the objectives.

Zone 1: Village



US Deployment



Deployment Area Assets

Name	M1128	AAV-7A1 AMTRAC	RHIB	A-10 Thunderbolt	Gunship	Centurion C-RAM
Quantity	2	1	3	1	1	1
Respawn Time	5 sec.	60 sec.	10 sec.	40 sec.	120 sec.	—

In the first phase of this Rush battle, the US team's vehicle assets are spread across two distinct deployment areas as they prepare their amphibious invasion. The two M1128 tank destroyers spawn on a hovercraft located on the sandy peninsula east of the village. The rest of the US team's assets spawn at the aircraft carrier, including the A-10 Thunderbolt, a few RHIBs, and the AMTRAC. Simply getting troops near the objective is the first challenge for the US. Use the tank destroyers as troop transports, delivering squads to the outskirts of the village. Air-dropping troops via the gunship is also very effective. Once within the village, recon troops should deploy radio beacons within the buildings, giving squad members spawn points close to the objectives. The AMTRAC is also a worthwhile mobile spawn point. Consider parking it out of sight from the RU team and using it to spawn teammates near the village. The A-10 is primarily a ground attack aircraft, but in this battle its main goal is to shoot down the RU team's SU-25TM. The Centurion C-RAM at the aircraft carrier can lend a hand when it comes to clearing the skies. Man this powerful anti-aircraft gun if the RU team's jet is making frequent strafing runs on the carrier or friendly vehicles leaving the carrier.

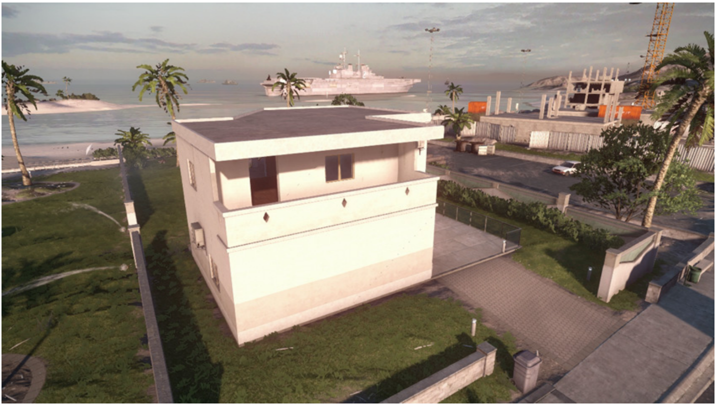
RU Deployment

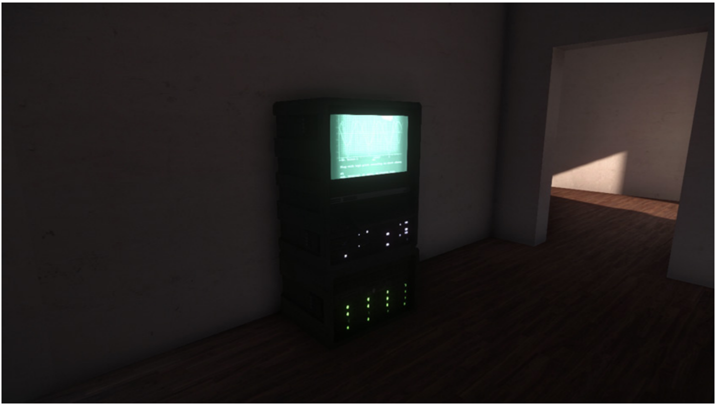
Deployment Area Assets

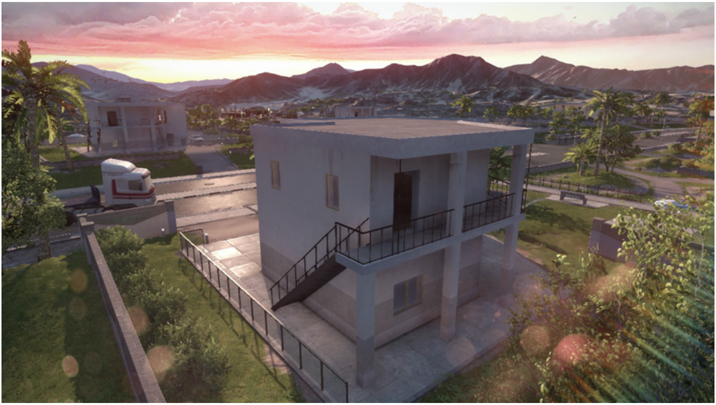
Name	SPRUT-SD	SU-25TM Frogfoot
Quantity	1	1
Respawn Time	40 sec.	40 sec.

The RU team has a good chance of holding out at the village during this battle. But with only a single SPRUT-SD and one SU-25TM Frogfoot at their disposal, it takes a coordinated effort to hold back the onslaught of attacking vehicles. The defending infantry spawn near the village center while the SPRUT-SD spawns on the overpass near the gas station. Use the SPRUT-SD to transport troops near the objective. But instead of facing off against the attackers as they rush onto the beach, keep the SPRUT-SD and the bulk of defending infantry near the objectives. Consolidating forces around the objectives will make breakthrough attacks by the US team much more difficult. Two of the biggest threats come from the US team's A-10 and gunship. The SU-25TM is the RU team's best chance of shooting down these pesky aircraft. Get the SU-25TM into the air as soon as possible and use heat-seeking missiles to pound away at the gunship and A-10. Shooting down these aircraft gives the defenders on the ground a better chance of holding back the attackers. However, be careful not to fly too close to the US aircraft carrier—if manned, the carrier's Centurion C-RAM can rip a jet to shreds.

M-COM Station A

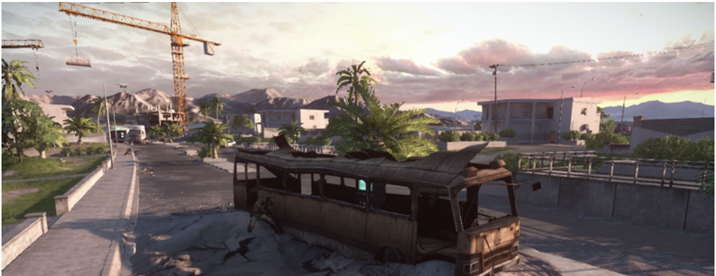






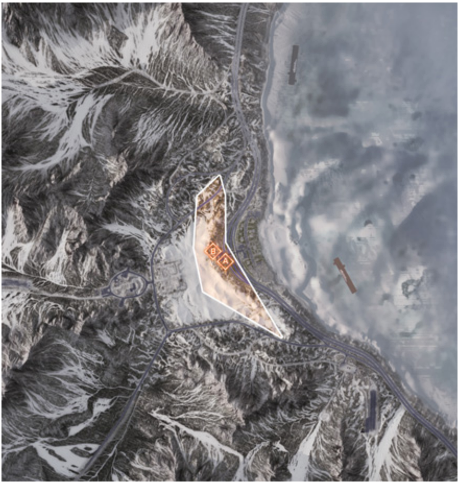
M-COM Station A is on the first floor of a two-story structure on the north side of the construction site's parking lot. This nondescript concrete house is easily accessible from the beach and is likely to be rushed by the US team's M1128 tank destroyers early during the round, often before the RU defenders can establish a perimeter. But if the US team can't reach this location quickly, attackers should prepare for booby traps and close-quarters fighting within the house. Instead of utilizing the building's few ground-floor entry points, consider making one of your own by blowing holes in the perimeter walls with rocket launchers or other explosive weapons. The interior of the house is rather dark, making it the ideal location for laser sight and tactical light attachments. If the RU team hopes to hold onto this objective, they need to move troops here fast using the SPRUT-SD as a transport. This is often the first M-COM station to come under attack, so it pays to be ready for anything.

M-COM Station B



The burned-out bus wreck in the middle of the village's main street is the home of this objective. While infantry must enter the bus and manually set a charge on the M-COM station, vehicles play an important role when it comes to securing the area. Using their tank destroyers and/or AMTRAC, the US team should attack this objective aggressively. Use these vehicles to establish a perimeter while infantry rush in and set a charge. Approaching this objective on foot isn't wise, as there are many hiding spots for defenders. Defending troops can keep an eye on the objective from the surrounding buildings and engage any opponents tampering with the M-COM station. The interior of the bus is cramped, making it the perfect spot for claymores. When attacking, always toss a grenade inside the bus to detonate such booby traps. Also, when attempting to set or disarm a charge, always do so while prone. Otherwise the bus's large windows leave you vulnerable to attack.

Zone 2: Gas Station



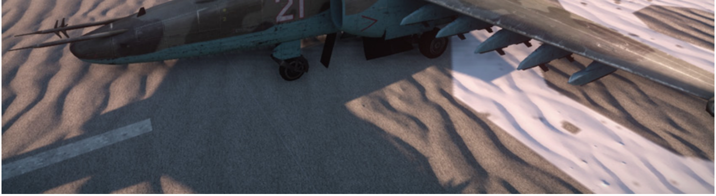
US Deployment

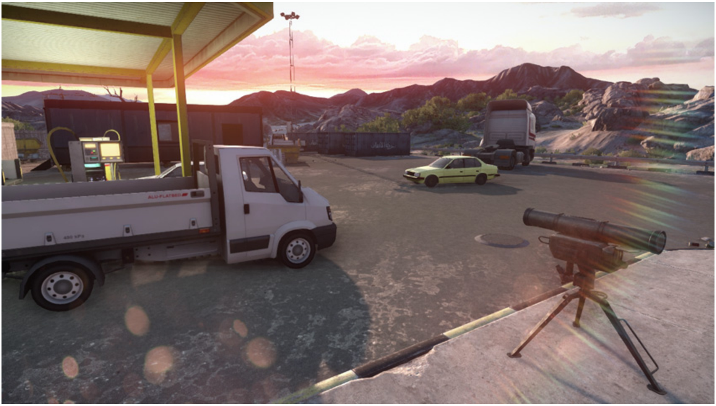
Deployment Area Assets

Name	Quad Bike	M1128	AAV-7A1 AMTRAC	RHIB	A-10 Thunderbolt	Gunship	Centurion C-RAM
Quantity	2	2	1	1	1	1	1
Respawn Time	5 sec.	5 sec.	60 sec.	10 sec.	40 sec.	120 sec.	—

Having knocked out the first pair of M-COM stations, the US team has established a firm foothold within the village. Now the bulk of the US team's assets spawn near the village center, just east of the overpass leading to the gas station. This overpass can become a deadly choke point favoring the RU defenders. So always look for flanking opportunities, even if it means taking the long way around. Quad bikes make such flanking attempts relatively painless—consider attacking the objectives at the gas station from the north or south instead of plowing across the highly contested overpass. While the gunship continues to be a great close air support asset, avoid parachuting down to the gas station because you're likely to be spotted and shot before your boots even touch the ground. Meanwhile, continue using the A-10 Thunderbolt to shoot down the RU team's SU-25TM. When the skies are clear, use the Thunderbolt's powerful cannon to strafe the SPRUT-SD tank destroyers and enemy troops clustered on the overpass.

RU Deployment

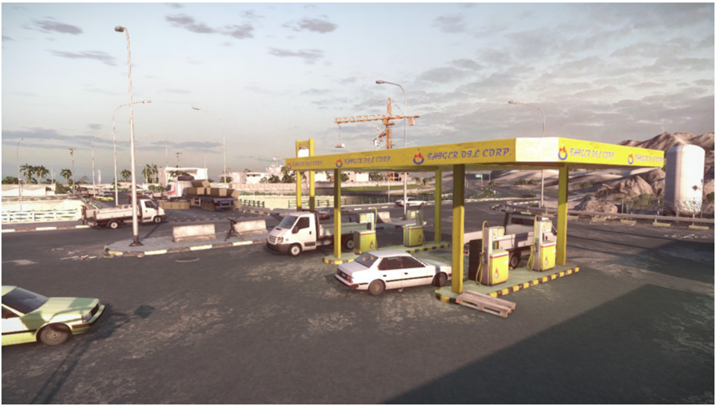




Deployment Area Assets			
Name	**SPRUT-SD**	**SU-25TM Frogfoot**	**9M133 Kornet Launcher**
Quantity	2	1	1
Respawn Time	40 sec.	40 sec.	30 sec.

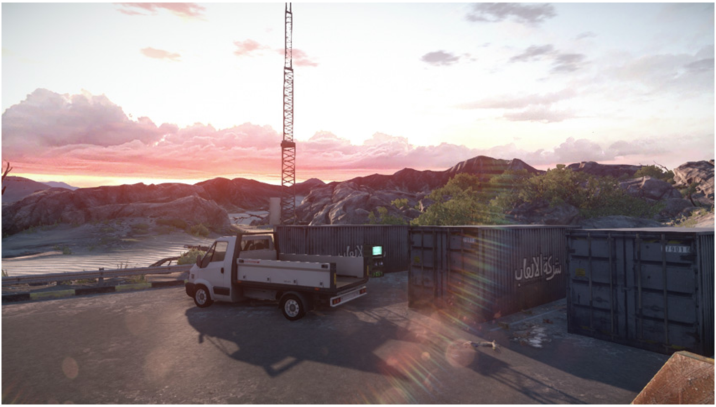
Having been pushed back from the village, the RU team must now prevent the destruction of the two M-COM stations at the gas station. Fortunately, all RU infantry spawn on the west side of the gas station, giving them just enough time to establish a perimeter before the US team comes charging across the overpass to the east. While infantry rush to defensive positions, move the two SPRUT-SD tank destroyers (spawned way back at the artillery base) forward to help secure the overpass. While the bulk of US attackers approach from the overpass, don't rule out the possibility of flanking attacks coming from the north or south—not to mention troops dropping in via parachute from the gunship. Keep at least one squad posted near each objective to deal with these potential surprise attacks. As in the previous phase, keep the SU-25TM airborne as long as possible to contest the US team's gunship and A-10. If the SU-25TM can clear the skies, the defending ground forces have a good chance of holding out for a win by locking down the overpass between the village center and gas station. The Kornet Launcher on the west side of the gas station is ideally positioned for blasting incoming vehicles rushing across the overpass.

M-COM Station A



Situated among the pumps at the gas station, M-COM Station A is most likely to come under attack first during this phase of the battle. Given its nearness to the overpass, this objective is often rushed by US attackers arriving on quad bikes. Of course, the best way to stop such attacks is by blocking off the overpass with mines and the SPRUT-SD tank destroyers. But even if the overpass is cut off, the attackers can flank from the north or south. Consider driving the AMTRAC around to the north side of the gas station, where it can serve as a forward spawn point for the US attackers. The AMTRAC's weapons are also great for providing covering fire while teammates set the charge. Whether attacking or defending, it's a good idea to detonate the gas pumps before getting too close to the objective. If these pumps explode while you're attempting to arm or disarm a charge, you'll find yourself back at the respawn screen.

M-COM Station B



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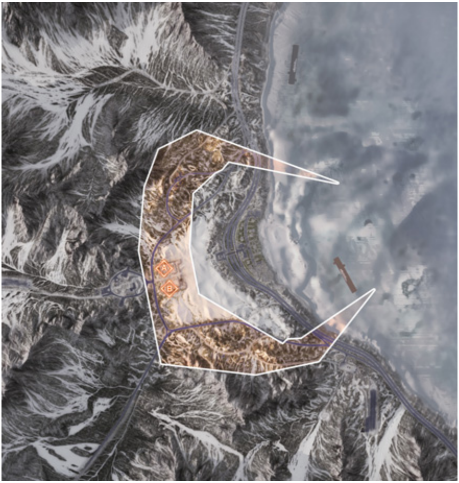
M-COM Station B is on the northwest edge of the gas station, sitting between a pair of gray shipping containers. The RU team has a good chance of securing this objective before the US attackers arrive. When defending, consider planting C4 and claymores in the narrow alley between the two shipping containers. The nearby rocks to the north and east serve as good overwatch positions for defenders tasked with keeping an eye on the objective. In many Rush battles here, most of the heavy fighting occurs near the overpass and M-COM Station A. As a result, this objective is sometimes overlooked by defenders assuming this rear position is secure. This opens the door for the US attackers to approach from the north or south. Use quad bikes to circle around and perform sneaky flanking attacks on this objective. Troops landing via parachute from the gunship can also make a push for this objective, assuming they land a safe distance from the gas station.

Zone 3: Artillery Base



US Deployment

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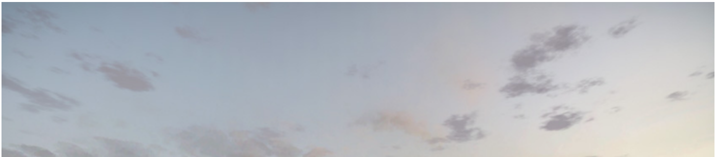
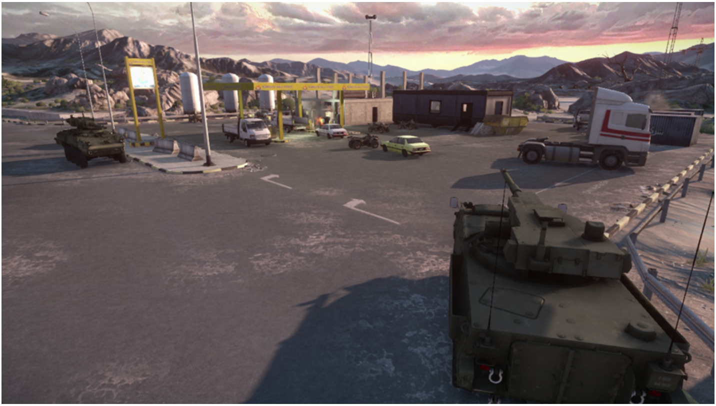


U.S AIR FORCE

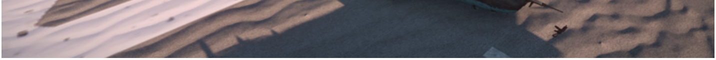


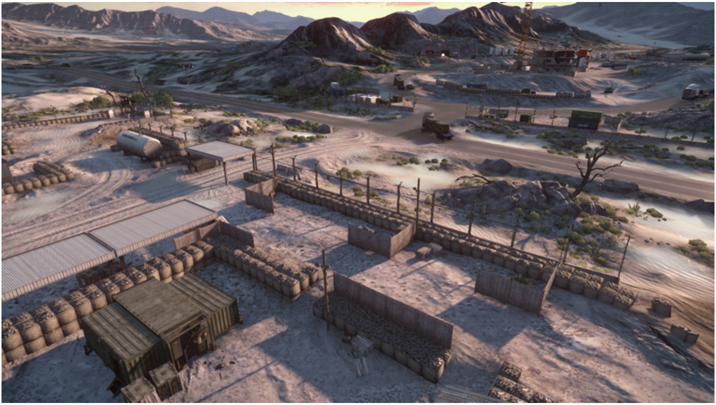
Deployment Area Assets

Name	Quad Bike	M1128	AAV-7A1 AMTRAC	RHIB	A-10 Thunderbolt	Gunship	Centurion C-RAM
Quantity	4	2	1	1	1	1	1
Respawn Time	5 sec.	5 sec.	60 sec.	10 sec.	40 sec.	120 sec.	—

Having destroyed the last set of M-COM stations, the US deployment area has been moved inland to the gas station. In this phase of the battle the US team must cross the desert to the west and approach the next pair of objectives at the artillery base. Given the distance and lack of cover, the desert is no place for infantry. Fortunately there are plenty of vehicles provided here to serve as transportation for the US team. Just be sure to give your teammates a ride before racing off into the desert—don't leave your buddies stranded at the gas station. The M1128 tank destroyers are great troop transports, but the quad bikes are faster and more maneuverable, making them ideal for infiltrating the artillery base early on. Sneak into the artillery base from the north or south, then plant radio beacons in one of the many structures within the facility to maintain a forward spawn point for your squad. As usual, use the A-10 to suppress the RU team's SU-25TM while the gunship targets the SPRUT-SD tank destroyers and RU infantry at the artillery base.

RU Deployment

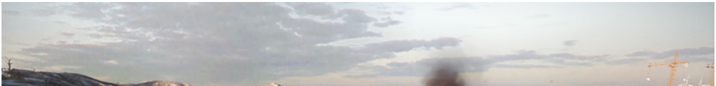




Deployment Area Assets			
Name	**SPRUT-SD**	**SU-25TM Frogfoot**	**9M133 Kornet Launcher**
Quantity	2	1	1
Respawn Time	40 sec.	40 sec.	30 sec.

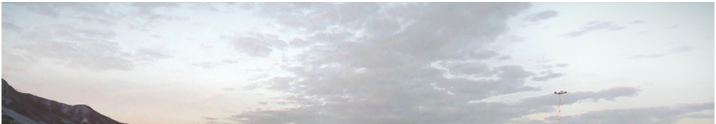
The US advance has pushed the RU team back to the artillery base, where they must defend another set of M-COM stations. The RU team's infantry spawn on the west side of the facility, but the SPRUT-SD tank destroyers spawn far to the west, near the army base. While most players want to spawn close to the action, it's important to bring these tank destroyers forward in an effort to lock down the objectives at the artillery base. Although the artillery base has a perimeter fence, don't count on it keeping the attackers out. So instead of guarding the perimeter of the large sprawling facility, focus defensive efforts around the two objectives. Consider parking a SPRUT-SD close to each objective to serve as a deterrent. Most attacks will come through the artillery base's eastern gate, but watch for flanking attacks from the north or south. Placing mines at these entry points is a great way to slow down attackers. The SU-25TM is still primarily needed to shoot down the US team's aircraft. But the desert to the west presents a good opportunity to strafe incoming vehicles approaching from the gas station. So when you're not maintaining air superiority, target the US team's tank destroyers and AMTRAC as they cross the open desert.

M-COM Station A



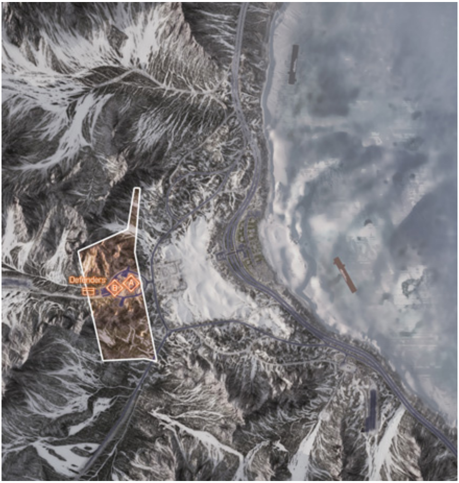
M-COM Station A is inside a portable communication structure on the north side of the artillery base. For the attackers, this objective is easiest to approach from the facility's northern gate. Taking this flanking route often allows the attackers to avoid the high concentration of enemy infantry and vehicles gathered on the artillery base's east side. Both teams can benefit from placing radio beacons nearby in an effort to maintain a spawn point near the objective. The storage building north of the communication structure is an ideal spot to place a radio beacon. The communication structure has only two entry points, on the east and west sides. These entrances and the structure's interior are often booby-trapped with claymores and C4. So before rushing in to set a charge, toss a grenade inside to detonate these nasty traps.

M-COM Station B



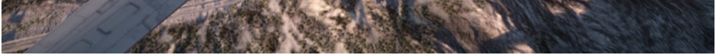
This objective is housed in a gray prefabricated office on the south side of the artillery base. When attacking, make an effort to approach this objective from the facility's southern gate. This is the best way to avoid the heavy fighting likely occurring to the east. This office is one of three gray portable trailers on the south side. Both sides can take advantage of these neighboring trailers when it comes to hiding or planting radio beacons. Given the size of the artillery base and the distance from the deployment areas, both teams should try to maintain a spawn point nearby. The US team's AMTRAC is another option for spawning troops close to the action. By parking the AMTRAC on the south side of the artillery base, US attackers can easily infiltrate the facility and make a move on M-COM Station B. Spotting and predicting attacks is difficult in such a large facility, so the defenders should rely heavily on T-UGS motion sensors and MAVs to help detect the attackers.

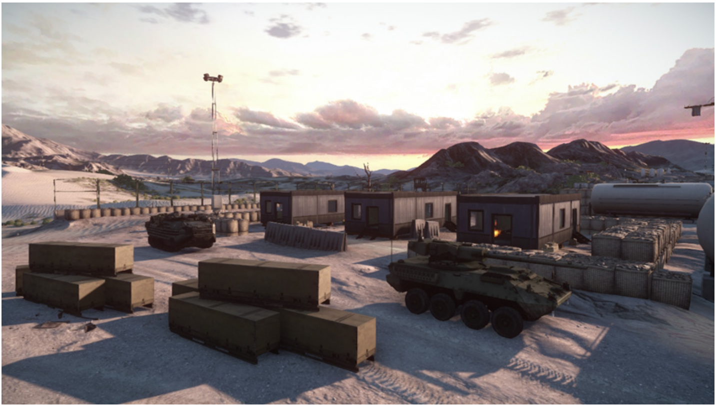
Zone 4: Army Base



US Deployment

USAF
U.S. AIR FORCE



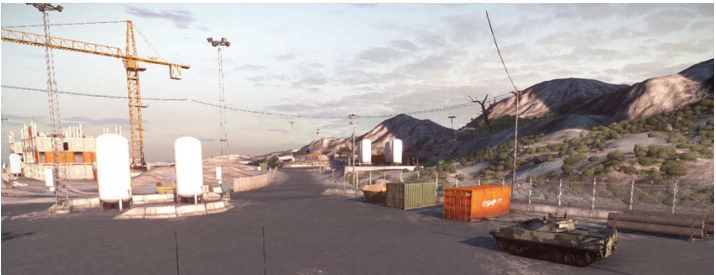


Deployment Area Assets

Name	Quad Bike	M1128	AAV-7A1 AMTRAC	RHIB	A-10 Thunderbolt	Gunship	Centurion C-RAM
Quantity	1	2	1	1	1	1	1
Respawn Time	5 sec.	5 sec.	60 sec.	10 sec.	40 sec.	120 sec.	—

Having secured the objectives at the artillery base, the US team is now poised for the final push against the army base to the west. The bulk of the US team's vehicles now deploy from the artillery base. But this time there is only one quad bike. As a result, the M1128 tank destroyers and AMTRAC play a much larger role in transporting infantry—don't leave the artillery base until you have some passengers. As usual, deploying from the gunship remains risky. If possible, parachute in along the north or south side of the army base and deploy your chute as late as possible to avoid being spotted and hunted down by the RU defenders. Once again, the A-10 Thunderbolt must counter the RU team's SU-25TM in an effort to maintain air superiority. The SU-25TM deploys from the airstrip directly west of the army base. It may be cheap, but strafing the SU-25TM before it can take off is a surefire way to keep the skies clear. Due to the various structures, be careful when strafing targets at the army base. Make sure you have plenty of room to maneuver, and avoid collisions with the crane.

RU Deployment



Deployment Area Assets

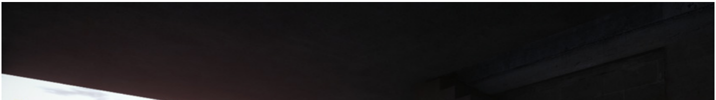
Name	SPRUT-SD	SU-25TM Frogfoot	9M133 Kornet Launcher
Quantity	2	1	2
Respawn Time	40 sec.	40 sec.	30 sec.

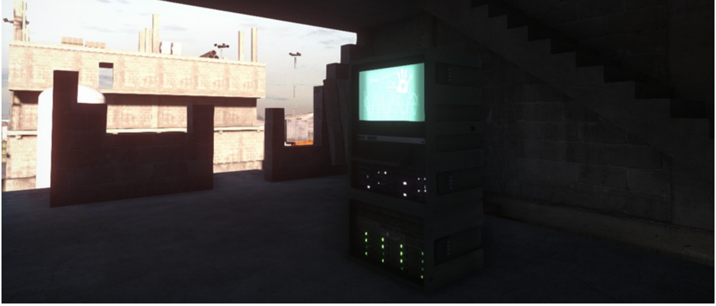
The army base is the last stand for the RU team, giving them one more chance to hold back the US attackers. Immediately following the destruction of the M-COM stations at the artillery base, fall back to the army base and begin establishing a perimeter around the two final objectives before the US team rushes in from the east. Move infantry into the nearby buildings and rush the SPRUT-SD tank destroyers to the east side of the facility. Consider placing radio beacons within the buildings to maintain a spawn point close to the objectives. While the crane at the army base is a popular sniping perch for the defenders, loading this structure with multiple recon soldiers will do little to stop the invasion. So if the crane is already occupied by a teammate, find another defensive position closer to the objectives. If you do climb the crane, place a SOFLAM at the top so it can be used to laser-designate incoming US vehicles. The SU-25TM spawns dangerously close to the action, deploying from the airstrip to the west. While this area is still off-limits to US troops, attacks by the A-10 are likely. So scan the skies before taking off to avoid being killed on the runway. While vehicles play a role in this final phase, most of the fighting in the army base is conducted by infantry. So stay close to the objectives at all times and be ready to engage opponents at close range.

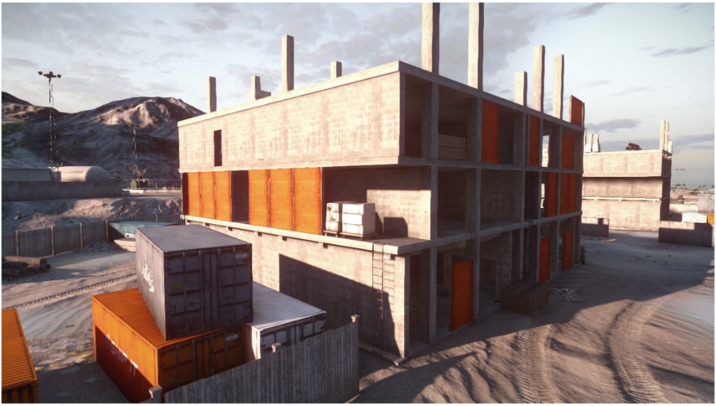
M-COM Station A

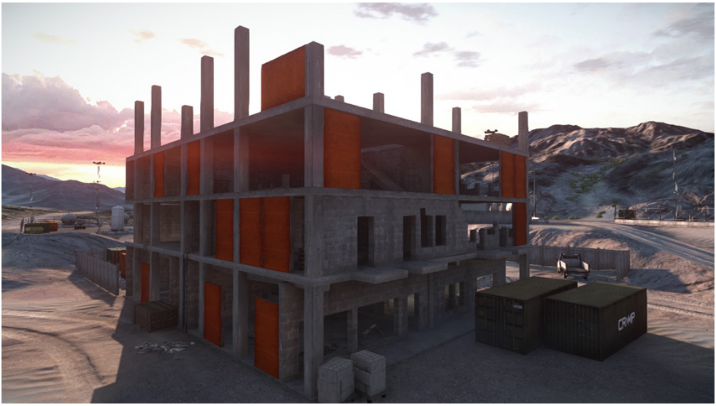
M-COM Station A is on the ground floor of a partially constructed three-story building on the east side of the army base. Given its relatively close proximity to the US deployment area, this objective is likely to come under attack first. As a result, RU defenders must rush this location early during this phase to establish a defensive perimeter. The ground floor is extremely porous, with multiple entry points thanks to the incomplete perimeter walls. So attacks can come from any direction. As a result, defenders should place booby traps around the objective to slow down the attackers. Both teams can benefit from planting radio beacons on the upper levels of this building. Maintaining a spawn point just above the objective is a great way to apply consistent offensive or defensive pressure on this location. The US attackers can gain a little extra support by parking the AMTRAC outside the building and within view of the M-COM station. This allows the vehicle to constantly spawn attackers while covering the objective with its machine gun and grenade launcher.

M-COM Station B



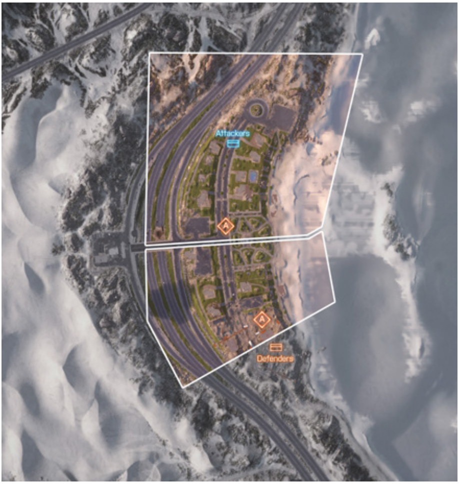






This objective is the RU team's best chance of holding out for an upset. M-COM Station B is on the second floor of the large three-story building on the west side of the army base. If properly defended, this maze-like building can become an absolute death trap for the US attackers. But the size of the structure can also make it incredibly difficult to lock down. While the interior stairways are the most popular route to the second floor, there are also multiple ladders on the perimeter of the building leading up to the second floor. For the attackers, climbing these ladders can be risky, but no more so than the dark stairways, which are often booby-trapped and camped on by defenders. When seeking cover inside the building, steer clear of the orange wooden panels on the perimeter. These panels will shatter under heavy fire, leaving you exposed. Instead, use the cinder-block walls and concrete vertical supports to absorb incoming fire. Fighting on the second floor is almost entirely conducted by infantry. So bring along a solid shotgun or PDW to take down opponents near the objective. Tactical lights and laser sights are also good additions in this dark, close-quarters environment.

Squad Rush



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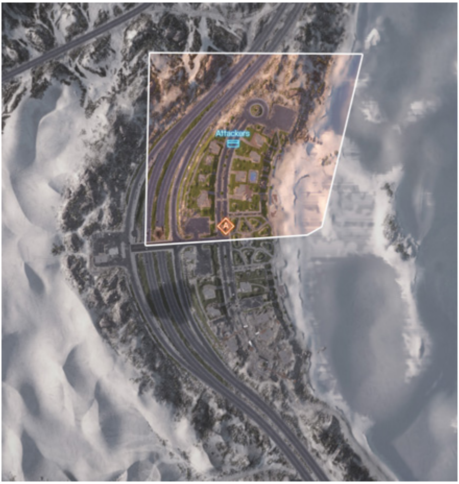
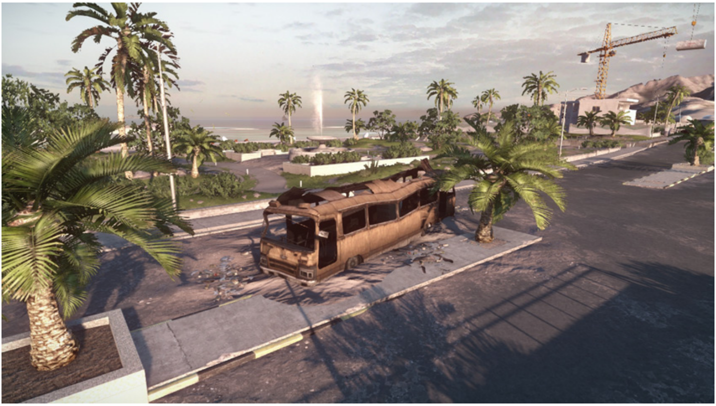
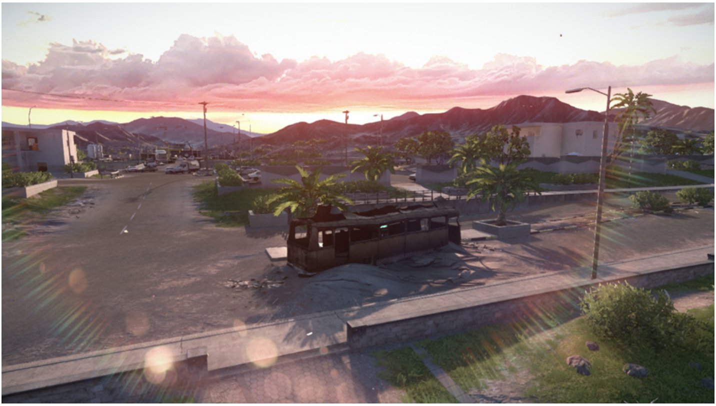
This Squad Rush battle is centered around the village center and construction site, an area ideal for infantry combat. Due to the urban environment, gathering intel on the opposing squad can be tricky. Both squads can take advantage of the buildings in this area, making it difficult to spot opponents when using a MAV. T-UGS motion sensors are still effective for spotting opponents within a limited radius, but these mostly favor the defenders, particularly when placed near each objective. Not knowing where your opponents are can make the fighting here intense, leading to timid advances by the attackers. This makes utilizing cover extremely important. And when cover is sparse, use smoke to conceal your squad's movements. In the first zone, engagements can occur at any range, so consider bringing along assault rifles or carbines for greater versatility. When the fight moves to the construction site, shotguns and PDWs are very effective for firefights within the building where the second objective is located.

Zone 1: Village Center

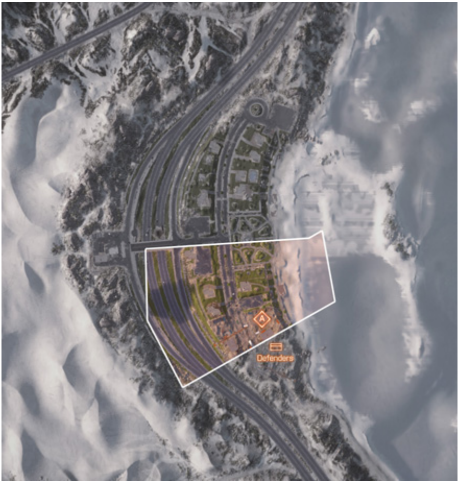


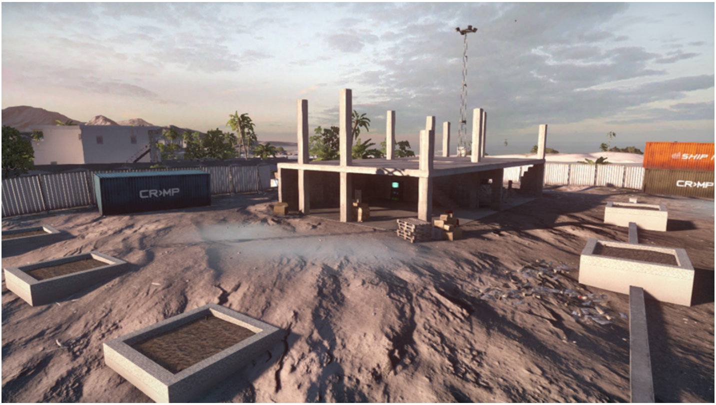


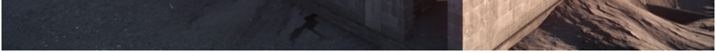


The first M-COM station is inside the burnt-out bus not far from the village center. The bus sits in the middle of the street, offering very little cover or concealment. Instead of conducting a frontal assault along the street from the north, the attacking squad should attempt to flank from the east or west, where they can use the buildings and low walls for cover and concealment. The lack of cover around the bus is equally problematic for the defending squad. While it's a good idea to booby-trap the interior of the bus, hiding in the bus isn't wise. Instead, look for overwatch positions within the nearby buildings that offer good sight lines through the bus's large windows. Whether arming or disarming the charge, always drop prone before interacting with the M-COM station. Opponents positioned on the perimeter can easily hit anyone standing or crouching near the objective. To provide some extra concealment, consider popping smoke on the bus before entry.

Zone 2: Construction Site

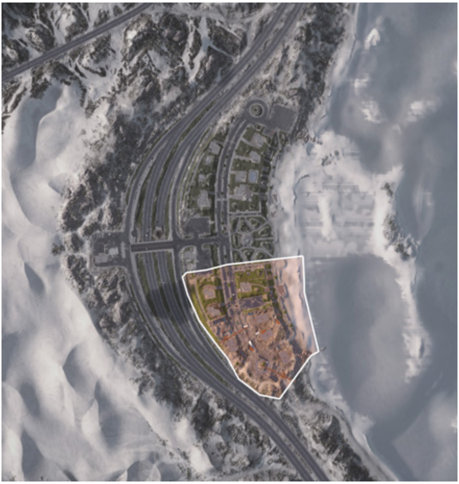






After the first objective in the bus is destroyed, the fighting moves to the construction site to the south, where the next M-COM station is housed within the first floor of a partially constructed building. This zone offers much cover and concealment for both teams, often leading to close-quarters combat, particularly inside the building. Defenders must fight the urge to climb to the top of the nearby cranes. In the time it takes to climb one of these massive cranes, the attackers can easily plant a charge on the objective. It’s best to keep your entire squad close to the objective at all times. It’s important for the attackers to also stay close to the objective at all times. Consider taking refuge in the two-story building on the north side of the construction site’s parking lot. This is a great place to plant a radio beacon, providing the squad with a spawn point closer to the objective.

Team Deathmatch



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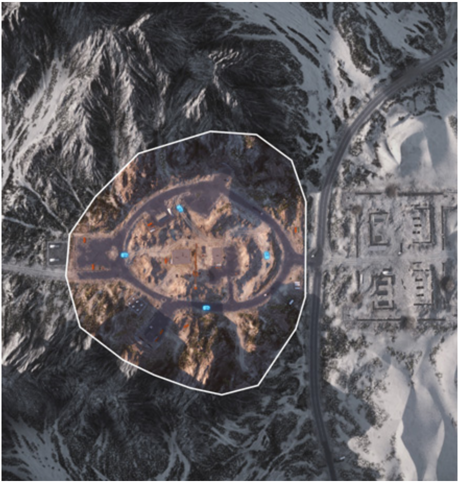
In Team Deathmatch the action is largely focused around the construction site, making this a deadly urban environment ideal for this fast-paced game mode. The many buildings here offer plenty of cover and options for static defenses. If your team is looking for an Alamo, consider one of the partially constructed three-story buildings on the south side of the map. The third floors of these buildings offer excellent sight lines and decent protection. But if you choose to hold out in one of these buildings, make sure someone defends the ladders and stairways. Placing T-UGS motion sensors around your defensive position is a great way to warn your team of potential intruders. While the cranes are attractive sniper perches, you’re likely to be picked off while climbing the tall ladders. Instead, look for lower-elevation positions that offer a good view of the street on the north side of the map. If you prefer to stay on the move, always travel in a pack of three to four teammates while using the walls, barriers, and buildings for cover. When possible, move along the perimeter of the map, particularly when operating in the south side of the map. Avoid the center of the construction site at all costs, as it’s likely watched by opponents posted in the surrounding buildings. Instead, look for opportunities to target opponents hiding in these buildings—rockets and grenade launchers are ideal for making these players scramble for cover.

Squad Deathmatch



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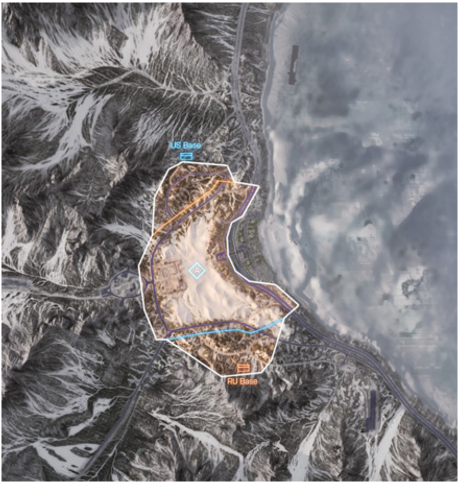
In this game mode the fighting takes place entirely around the army base, giving each squad the opportunity showcase their versatility. In almost every match, the squads usually gravitate toward the two three-story structures in the center of the map. Fighting in these dark buildings is common, so consider bringing along a carbine or PDW equipped with either a tactical light or laser sight. Of the two buildings, the smaller structure on the east side is easier for a squad to control. Consider moving to the second floor of this building and defending all stairways and ladders, preferably with claymores. Gaining a base in the middle of the map is attractive, but it may be very costly to hold if your squad settles on a sedentary game plan. If you prefer to stay on the move, patrol the perimeter of the map while engaging the opposing squads battling in the center. This is a good way to take advantage of the chaos around the two central buildings. Staying outside of the center also gives your squad a better chance of acquiring an IFV—all four IFV spawn points are on the perimeter of the map. If your squad manages to take control of an IFV, stay away from the center of the map. Instead, stay on the perimeter, preferably on the north side. The idea is to keep your distance from the opposing squads while using the IFV's powerful weapons to rack up kills from long range. Even if you keep your distance, the IFV is likely to get the attention of the other squads. So be ready to repair the vehicle as it takes damage. The longer you can maintain control of the IFV, the more likely your squad will come out on top.

Tank Superiority



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Superiority Flag

In this chaotic game mode the flag is located in the middle of the desert, between the artillery base and the gas station. The US team deploys from the mountain village to the north while the RU team deploys from the mountain outpost to the south. As in all Tank Superiority matches both teams have access to two tanks and six tank destroyers at all times. While the desert looks flat from the air, upon closer inspection there are several sand dunes. These dunes limit visibility, particularly along the northern and southern sides of the flag. As a result, hiding your tank or tank destroyer behind a dune is a great way to ambush enemy vehicles making a move for the flag. Sight lines on the east and west sides of the flag are relatively open, allowing for longer range engagements. Hitting moving targets at this range can be difficult, so consider choosing the guided shell option for a little extra targeting assistance. Recon soldiers equipped with SOFLAMs can also assist by laser-designating targets. The artillery base to the west is a good spot for infantry to take cover and participate in the battle, whether designating targets with a SOFLAM or firing Javelins. The rocks on the west side of the gas station also provide decent cover and concealment for infantry. But if you're on foot, avoid the no-man's land around the flag. The flag is best captured and contested by armored vehicles. Once it's captured, vehicles should retreat to the perimeter and defend from a reasonable distance. A carefully coordinated team can even form an impenetrable line of armor on the north or south side of the flag to prevent breakthroughs by the opposing team—but always watch for flanking maneuvers.

Armored Kill Battlefields

Death Valley

Death Valley

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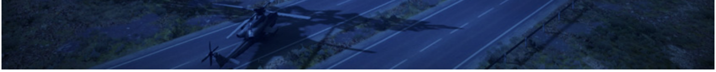
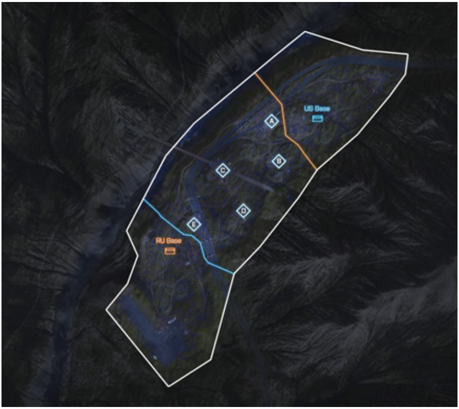
Türkmenistan
Airfield
1.5 km
Exit

CRIMP
CRIMP



Conquest



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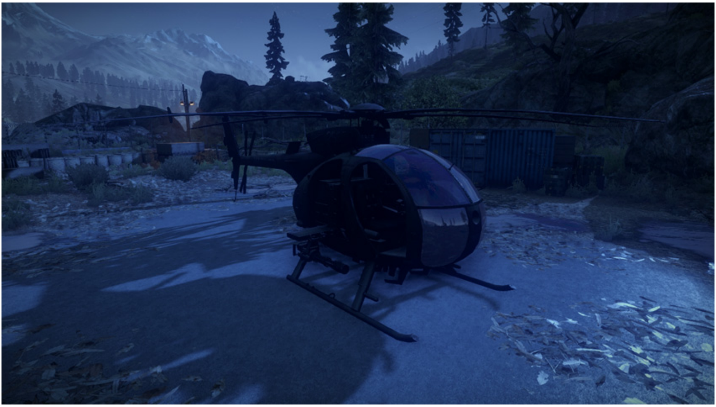
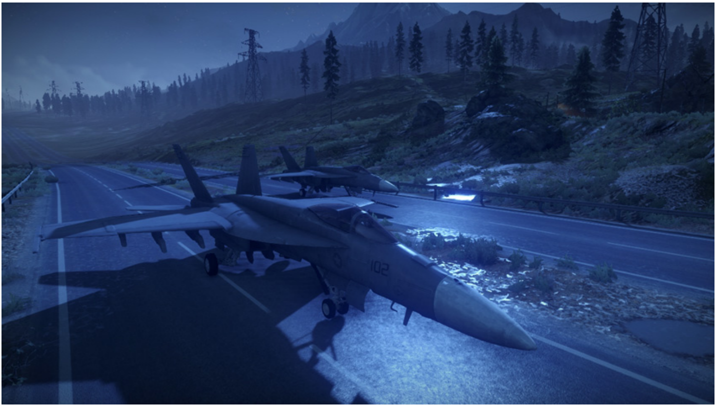
In this nighttime Conquest battle the US and RU teams fight for control of a narrow valley. At the center of the valley is the train yard (C), a key flag that grants either captor access to a powerful gunship. As a result, expect most fighting to occur around the train yard (C). But with five flags up for grabs, both teams need to focus on capturing and defending at least two other flags as well. For the US, approaching from the north, it makes most sense to take the construction site (A) and power station (B) in addition to the train yard (C). This helps the US consolidate their forces on the north end of the valley, where they can better reinforce these flags with vehicles produced at their base. Approaching from the south, the RU team should focus on capturing and defending the anti-air site (D) and highway control (E) in addition to the train yard (C). Holding these three southern points allows for a stronger defense on the south side of the valley. At the bare minimum both sides should try to hold at least three flags throughout the course of the battle. This will initiate a drain on the opposing team's ticket count, greatly increasing the chances of achieving victory.

US Base



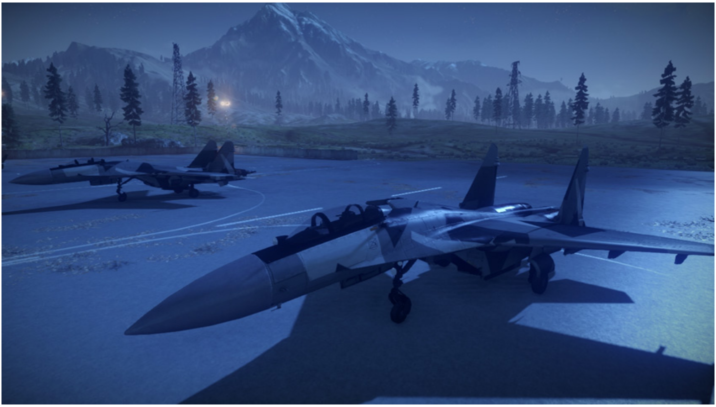


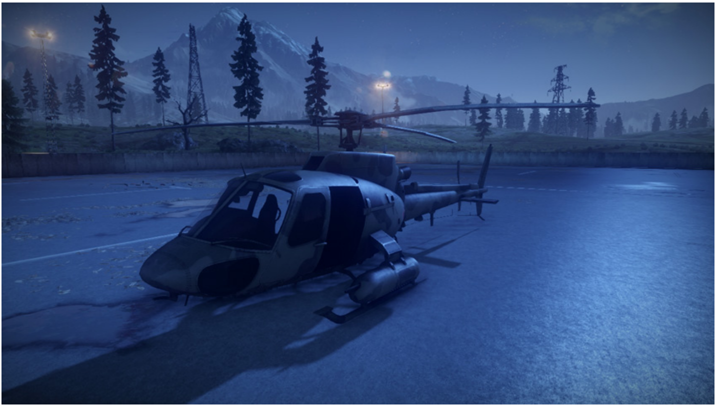
Base Assets

Name	Quad Bike	M1128	AH-6J Little Bird	F/A-18E Super Hornet
Quantity	1	2	1	2
Respawn Time	5 sec.	20 sec.	60 sec.	40 sec.

In this small-scale variant of Conquest, the logging camp serves as the US base, giving the US team a firm foothold on the north side of the valley. A quad bike and two M1128 tank destroyers spawn here, ideal for rushing the nearby construction site (A) and power station (B) early during the battle. But as usual, be mindful of your teammates before racing away from the base—pause long enough to offer your comrades a ride. Stranding teammates at the US base will not help your team. If you want to take to the air in the AH-6J Little Bird or one of the F/A-18E Super Hornets, spawn directly into these vehicles from the Spawn screen. These air assets spawn far to the north of the US base, making the Spawn screen the quickest way to jump into a pilot's seat. With no air defenses on the map, the US jets are necessary to counter the RU team's SU-35BMs. While the AH-6J Little Bird is a capable ground-attack helicopter, it's most effective for transporting troops to distant control points. Consider using this chopper to rush the train yard (C) early during the battle.

RU Base



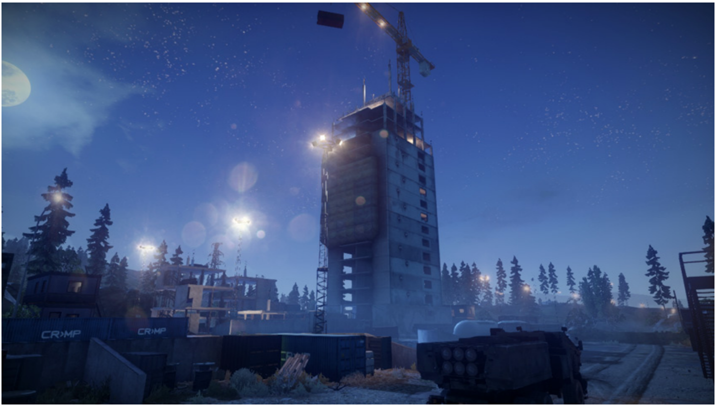


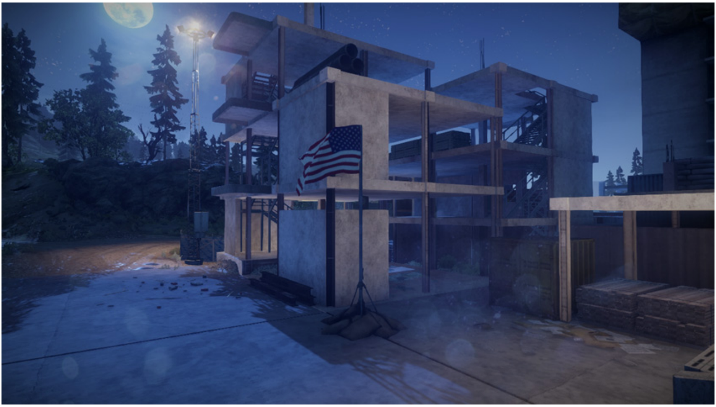
Base Assets

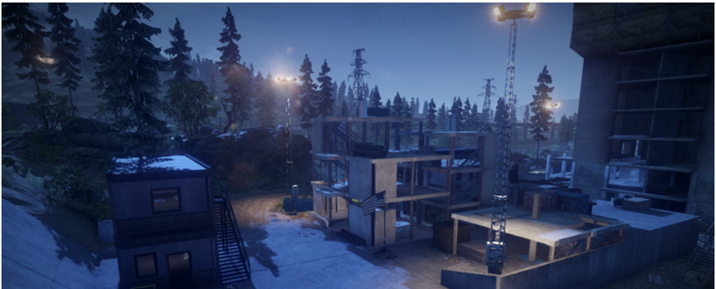
Name	Quad Bike	SPRUT-SD	Z-11W	SU-35BM Flanker-E
Quantity	1	2	1	2
Respawn Time	5 sec.	20 sec.	60 sec.	40 sec.

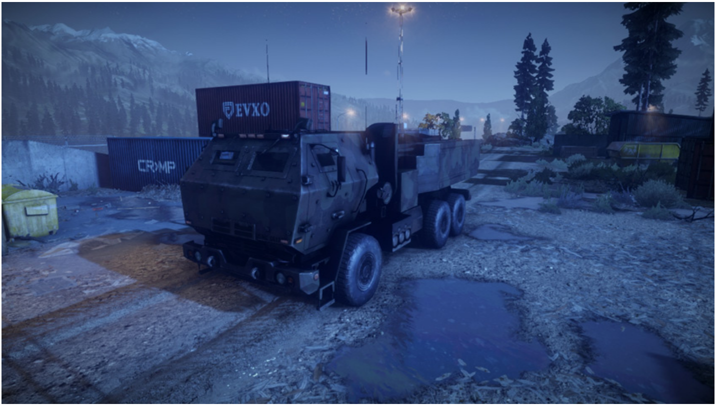
The communication station on the south side of the valley is home to the RU base. Here ground troops can access a quad bike and two SPRUT-SD tank destroyers. These ground vehicles are perfect for capturing the nearby anti-air site (D) and highway control (E) control points. Remember, the tank destroyers can carry several teammates, so don't leave the base until all empty seats are filled. The more teammates you transport into the valley, the easier time you'll have capturing and defending flags. The RU team's air assets spawn at the airfield to the south. Always spawn directly into these vehicles if you want to take flight. Get the SU-35BMs into the air as soon as possible to counter the US team's jets. Once air superiority is established, the SU-35BMs can assist friendly ground forces by strafing US vehicles. The Z-11W is also useful for close air support but is even more effective as a transport helicopter. Use it to stage break-out attacks, helping capture distant US-held control points. The Z-11W is quickest way to secure the train yard (C) during the opening moments of the battle.

A: Construction Site





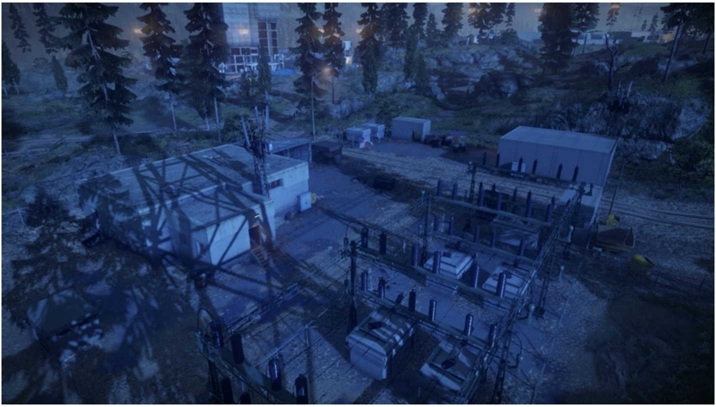


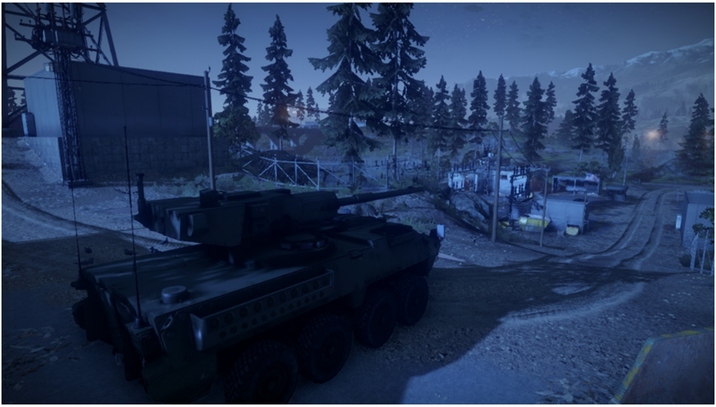


Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.
M142 (1)	BM-23 (1)	60 sec.

This control point is home to the tallest structure on the map, making it easy to spot regardless of where you are. The towering skyscraper on the south side of this control point is a popular sniping perch for recon troops. However, if you want to reach the top, get a ride from a helicopter or parachute down from the gunship—there are no ladders. Planting a SOFLAM on top of this building is a great way to laser-designate enemy targets for your teammates equipped with laser-guided weapons. The flagpole is located at the base of a much smaller three-story structure to the north. The wide capture radius allows troops hiding within the building and among the nearby equipment to capture or contest the flag. In addition to a quad bike, the construction site (A) also spawns a mobile artillery vehicle for both teams. Both the M142 and BM-23 artillery units are valuable additions well-suited for bombarding enemy-held control points during attacks. In the event of an RU capture of the construction site (A), the BM-23's rockets can also be turned north to engage US ground units approaching from the US base. The only other artillery units produced on the map are spawned at the highway control (E) to the south. So holding this control point is important to both teams if they want to exert control over the nearby power station (B) and train yard (C).

B: Power Station



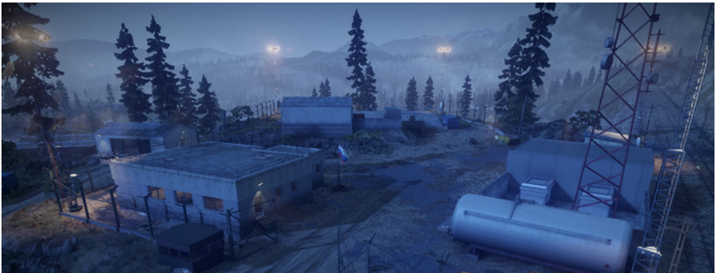


Control Point Assets

US Control	RU Control	Respawn Time
M1128 (1)	SPRUT-SD (1)	20 sec.

The power station (B) is on the north side of the valley, not far from the US base and the construction site (A). As the southernmost control point in this northern cluster, it's likely to see heavy traffic by both teams. The flag is near the center of the facility and can easily be captured or contested by vehicles or infantry. Defenders can find plenty of hiding spots among the nearby structures and should prepare for enemy vehicle attacks by placing mines along the dirt road adjacent to the flag. The control point produces a tank destroyer for each team. These vehicles are ideal for raiding the train yard (C), the hotly contested control point to the southwest. But be careful not to leave this control point undefended. Make sure at least one squad stays back and guards the flag. As a central control point, the power station (B) sees plenty of action. Even in a match with 24 players, defenders here will have plenty of enemy encounters to keep them occupied. Engineers armed with mines and rocket launchers are most effective for holding back attackers. The tank destroyer here spawns on the hill to the east—don't let attackers sneak in and steal it.

C: Train Yard

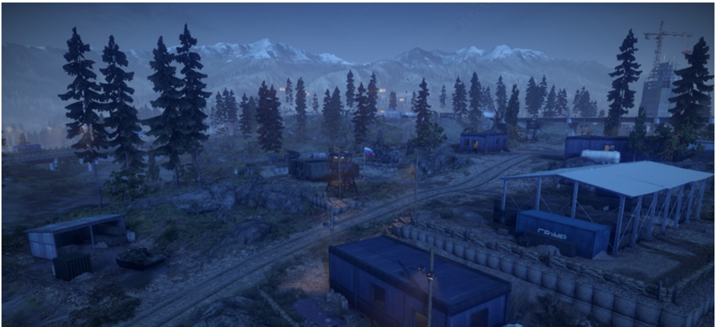


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Gunship (1)	Gunship (1)	60 sec.

This control point is located directly in the center of the map, making it a crucial location in the tug-of-war fight for control of this valley. The train yard (C) is situated on a slight hill on the west side of the valley. From this hill it's possible to gain access to the railway bridge cutting across the valley from east to west. But think twice before driving a tank destroyer or other vehicle onto this bridge—you'll be a sitting duck for strafing helicopters and jets. In addition to providing each team with an extra quad bike, the control point supplies the captor with access to the gunship orbiting around the map. Gaining access to the gunship can be a game changer given its powerful weapons and ability to air drop troops over any control point on the map. As a result, expect heavy fighting to occur here. The flag is at the center of this sprawling facility and is easily accessed via the adjacent dirt roads. Defenders should expect attackers arriving on anything from quad bikes to tank destroyers. Infantry often attempt to capture or contest the flag by hiding within the nearby concrete building. So be ready to conduct a thorough search of the surrounding structures if you suspect enemy troops are present. If necessary, reinforce the train yard (C) with tank destroyers. Infantry alone will have a difficult time holding this position for any significant span of time.

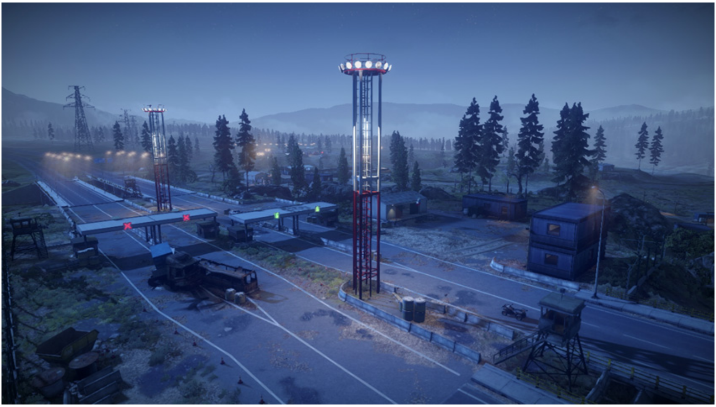
D: Anti-Air Site

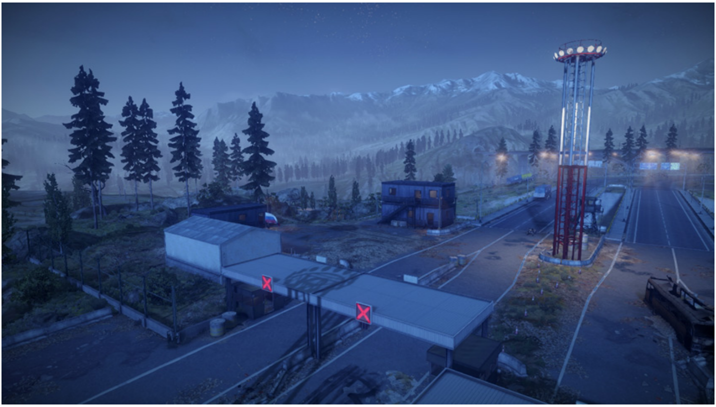


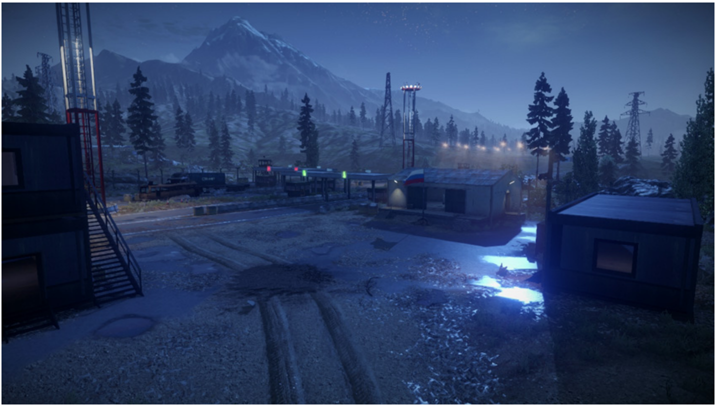
Control Point Assets		
US Control	**RU Control**	**Respawn Time**
M1128 (1)	SPRUT-SD (1)	20 sec.

Don't let the name of this control point fool you—there are no interactive anti-aircraft assets here. The missile batteries here are merely aesthetic. This control point on the south side of the valley supplies each team with a tank destroyer. The anti-air site's (D) close proximity to the train yard (C) makes it a relatively high-traffic area as both teams attempt to control the flags in the center of the map. While the RU team stands the best chance of capturing this control point early, if left undefended it can easily slip into the US team's hands. The dirt road cutting through the center of the facility offers easy access to vehicles approaching from the north or south. Controlling traffic along this dirt road is easiest accomplished by placing mines. Unless it's needed elsewhere, keeping a tank destroyer on guard detail is also a wise decision. The flag is next to a green, metal communication structure. Infantry hiding inside this structure can capture and contest the flag. Defenders may wish to booby-trap the interior of this structure with C4 or claymores to prevent such sneaky capture attempts.

E: Highway Control



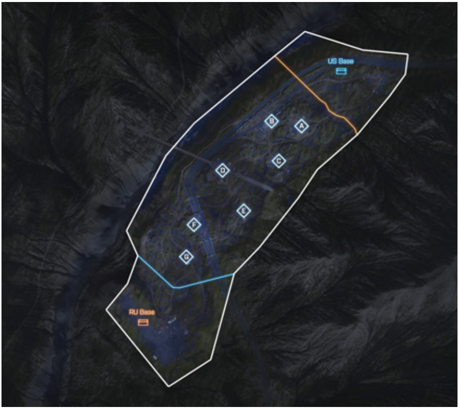




Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.
M142 (1)	BM-23 (1)	60 sec.

Highway control (E) is one of two control points located in the southern half of the valley, making it a critical flag for the RU team to hold. The flag is along the west side of the highway, next to a small concrete building. Due to its proximity to the highway, the flag is often rushed by vehicles approaching from the north or southeast. The highway is a major thoroughfare stretching as far north as the US base before veering east in the southern half of the valley. While the highway offers a quick way to travel through the valley, there is very little cover, making vehicles vulnerable to attacks by aircraft. It's often better to approach this control point by utilizing the various dirt roads on the periphery. As with the construction site (A) to the north, whichever team controls this flag gains a mobile artillery vehicle in the form of a BM-23 or M142. The mobile artillery units spawned here allow for devastating bombardments of the surrounding control points, ideal for suppressing defenders. If the US captures this point, they can even aim their rockets south and pound RU vehicles approaching from the RU base.

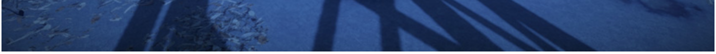
Conquest 64

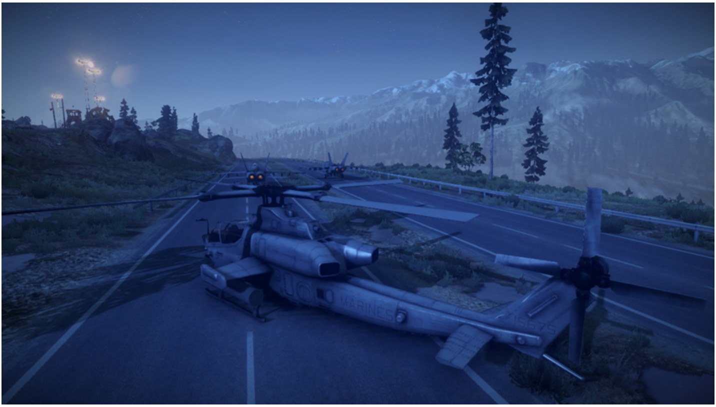


Click here for interactive maps

To secure a victory in this elongated valley, both teams need to take a disciplined approach when it comes to defending and allocating resources. There are seven flags up for grabs, grouped in three separate zones. On the north side of the valley the logging camp (A), construction site (B), and power station (C) form a tight cluster of control points well within the US team's sphere of influence given their proximity to the US base. In the southern half of the valley, the RU team often exerts control over the anti-air site (E), highway control (F), and communication station (G) control points. That leaves the train yard (D) in a sort of no-man's land in the center of the map. In close matches, the train yard (D) ends up being the fulcrum on which the balance of power tilts as both teams seek a four-flag majority. Adding more incentive, whichever team controls the train yard (D) also gains access to a gunship, giving the controlling team even more firepower and airborne deployment options. So instead of spreading forces thin throughout the map, each team should try to control their respective side of the valley (north or south) as well as the train yard (D) in the center. With four flags in your team's possession, the enemy ticket count will begin to drain. Hold tight at four control points until your team has at least a 100 ticket advantage before attempting to capture any more flags.

US Base



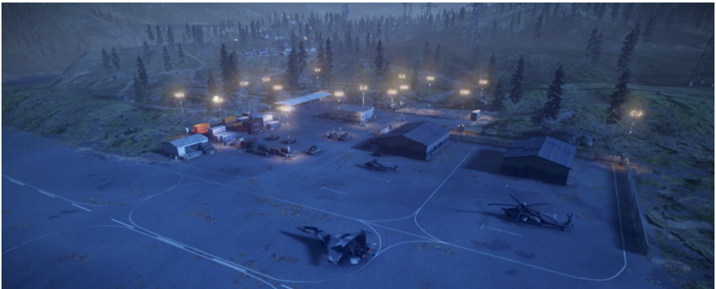


Base Assets

Name	Growler ITV	M1128	M1 Abrams	AH-6J Little Bird	AH-1Z Viper	F/A-18E Super Hornet
Quantity	2	3	2	1	1	2
Respawn Time	20 sec.	40 sec.	60 sec.	60 sec.	60 sec.	40 sec.

The US team deploys from their base on the north edge of the valley. The distance between the US base and the nearest control points is significant, so don't try to hike in on foot. Instead, drive or hitch a ride on one of the many vehicles provided at this base. Securing control points at the start of the match is crucial. The fastest ground vehicles provided are the Growler ITVs and the M1128 tank destroyers. These vehicles are well suited for capturing the nearby logging camp (A), construction site (B), and power station (C). Meanwhile, use the AH-6J Little Bird to transport a squad to the train yard (D) near the center of the map. The primary role of the F/A-18E Super Hornets is to provide air superiority, protecting friendly ground units from attacks by the RU team's jets and helicopters. The US jets must also protect assets spawning at the base. The US helicopters can also assist in shooting down enemy aircraft but are better suited for close air support, knocking out enemy tanks and tank destroyers.

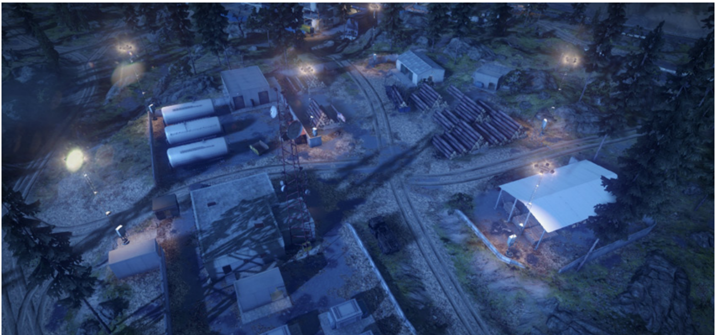
RU Base



Base Assets						
Name	**VDV Buggy**	**SPRUT-SD**	**T-90A**	**Z-11W**	**Mi-28 Havoc**	**SU-35BM Flanker-E**
Quantity	2	3	2	1	1	2
Respawn Time	20 sec.	40 sec.	60 sec.	60 sec.	60 sec.	40 sec.

The RU team starts the battle from their base on the south side of the valley. When spawning here always look for a vehicle before moving out. Likewise, when driving or piloting a vehicle, wait a few extra seconds before taking off so your teammates have a chance to climb aboard. Transporting troops to the map's center is a crucial part of securing the central control points. Early on, use the VDV Buggies and the SPRUT-SD tank destroyers to capture the communication station (G), highway control (F), and anti-air site (E). The Z-11W is ideal for moving troops to the more distant control points, like the train yard (D). The US team's aircraft pose a constant threat to ground units both at the RU team's base and at control points. So get the SU-35BMs in the air as fast as possible in an effort to counter attacks by the US jets and helicopters. The Z-11W and Mi-28 can be fitted with anti-air missiles as well, helping achieve air superiority. But these helicopters are also effective air-to-ground weapons platforms. Talented RU helicopter pilots can dish out some heavy damage to the wide variety of US vehicles scattered across the map—guided missiles are very effective.

A: Logging Camp



Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
M1128 (1)	SPRUT-SD (1)	60 sec.
M142 (1)	BM-23 (1)	50 sec.

The logging camp (A) is the northernmost control point, putting it well within the US team's sphere of influence. Because of its proximity to the US base, the logging camp (A) is likely to remain under US control for most of the match. But the vehicles spawned here also benefit the RU team. The control point produces a quad bike, tank destroyer, and mobile artillery unit for each team. Both the M142 and BM-23 artillery units are valuable additions well-suited for bombarding enemy-held control points during attacks. In the event of an RU capture of the logging camp (A), the BM-23's rockets can also be turned north to engage US ground units approaching from the US base. The only other artillery units produced on the map are spawned at the communication station (G) to the south. So holding this control point is important to both teams if they want to exert control over the nearby construction site (B) and power station (C). The flag here is located in the middle of the facility and can be easily accessed via the adjacent dirt roads—defenders should consider mining the area around the flag. If you're not in an armored vehicle and attempting to convert or contest this flag, look for cover among the stacks of logs within the flag's capture radius. This is a large facility with many hiding spots for defenders, so keep your head on a swivel.

B: Construction Site

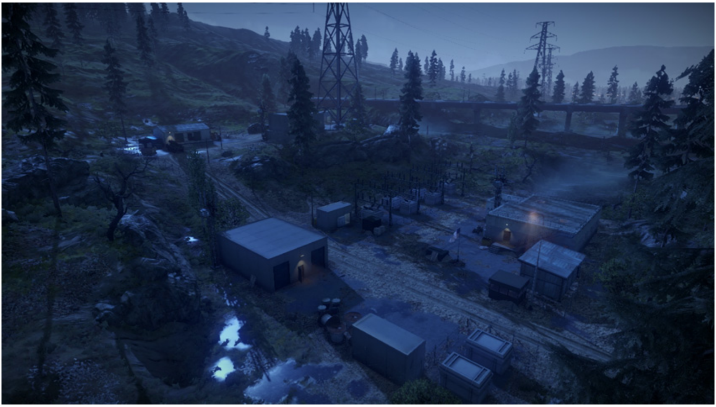
CRIMP
CRIMP

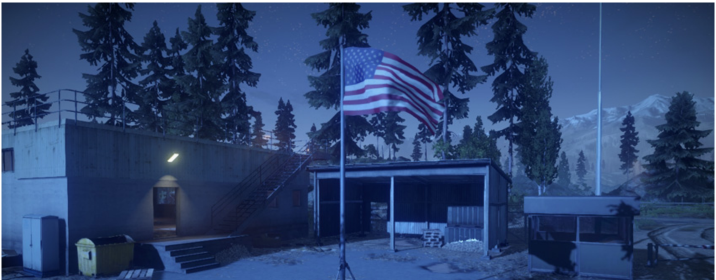
Control Point Assets

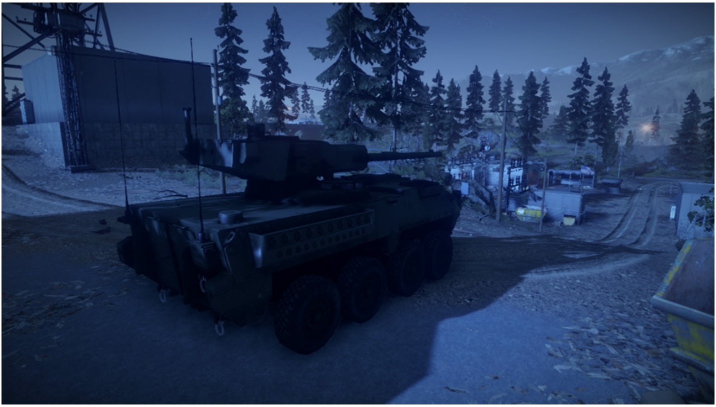
US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
LAV-AD (1)	9K22 Tunguska-M (1)	40 sec.

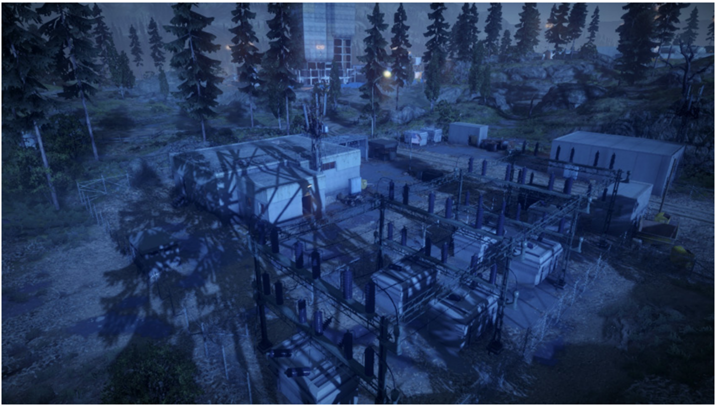
This control point is home to the tallest structure on the map, making it easy to spot regardless of where you are. The towering skyscraper on the south side of this control point is a popular sniping perch for recon troops. However, if you want to reach the top, get a ride from a helicopter or parachute down from the gunship—there are no ladders. Planting a SOFLAM on top of this building is a great way to laser-designate enemy targets for your teammates equipped with laser-guided weapons. The flagpole is located at the base of a much smaller three-story structure to the north. The wide capture radius allows troops hiding within the building and among the nearby equipment to capture or contest the flag. In addition to a quad bike, the construction site (B) also spawns a mobile anti-aircraft vehicle for both teams. Given the high air traffic streaking over this map, the addition of an LAV-AD or 9K22 Tunguska-M is a welcome sight. Consider driving this vehicle to a remote part of the map (preferably to the north) where it's less likely to come in direct contact with enemy tanks and tank destroyers. The only other mobile anti-aircraft units are produced by the highway control (F) to the south.

C: Power Station









Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
M1128 (1)	SPRUT-SD (1)	60 sec.

The power station (C) is on the north side of the valley, not far from the logging camp (A) and construction site (B). As the southernmost control point in this northern cluster, it's likely to see heavy traffic by both teams. The flag is located near the center of the facility and can easily be captured or contested by vehicles or infantry. Defenders can find plenty of hiding spots among the nearby structures and should prepare for enemy vehicle attacks by placing mines along the dirt road adjacent to the flag. The control point produces a quad bike and tank destroyer for each team. These vehicles are ideal for raiding the train yard (D), the hotly contested control point to the southwest. But be careful not to leave this control point undefended. Make sure at least one squad stays back and guards the flag. As a central control point, the power station (C) sees plenty of action. In a match with 64 players, defenders here will have plenty of enemy encounters to keep them occupied. Engineers armed with mines and rocket launchers are most effective for holding back attackers. The tank destroyer here spawns on the hill to the east—don't let attackers sneak in and steal it.

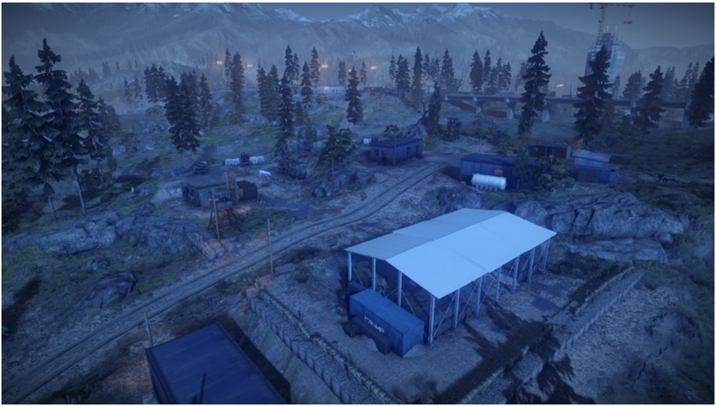
D: Train Yard

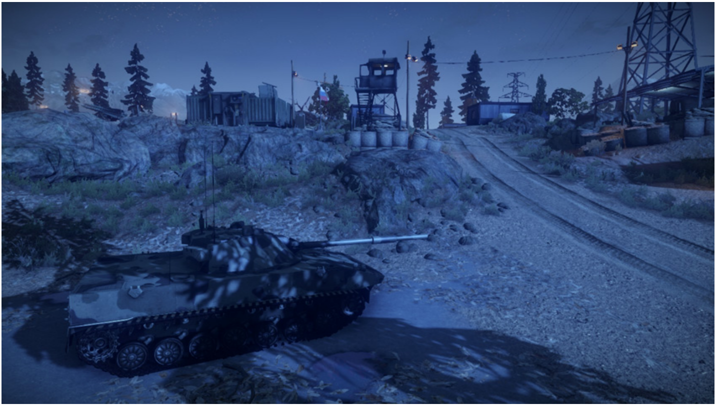
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Gunship (1)	Gunship (1)	60 sec.

This control point is located directly in the center of the map, making it a crucial location in the tug-of-war fight for control of this valley. The train yard (D) is situated on a slight hill on the west side of the valley. From this hill it's possible to gain access to the railway bridge cutting across the valley from east to west. But think twice before driving a tank or other vehicle onto this bridge—you'll be a sitting duck for strafing helicopters and jets. In addition to providing each team with an extra quad bike, the control point supplies the captor with access to the gunship orbiting around the map. Gaining access to the gunship can be a game changer given its powerful weapons and ability to air-drop troops over any control point on the map. As a result, expect heavy fighting to occur here. The flag is at the center of this sprawling facility and is easily accessed via the adjacent dirt roads. Defenders should expect attackers arriving on anything from quad bikes to tanks. Infantry often attempt to capture or contest the flag by hiding within the nearby concrete building. So be ready to conduct a thorough search of the surrounding structures if you suspect enemy troops are present. If necessary, reinforce the train yard (D) with tank destroyers or tanks. Infantry alone will have a difficult time holding this position for any significant span of time.

E: Anti-Air Site

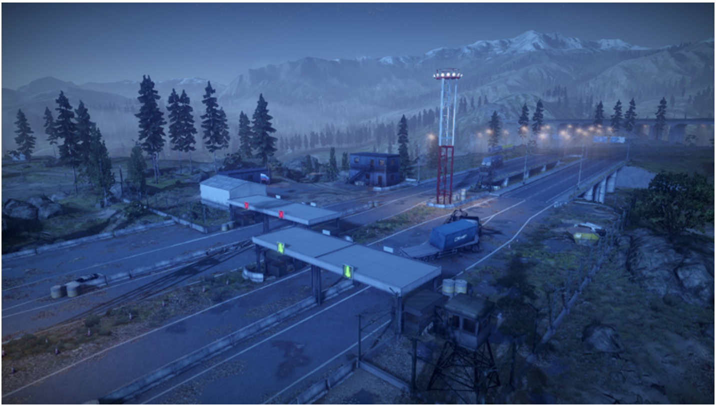




Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.
M1128 (1)	SPRUT-SD (1)	60 sec.

Don't let the name of this control point fool you—there are no interactive anti-aircraft assets here. The missile batteries here are merely aesthetic. This control point on the south side of the valley supplies each team with a quad bike and a tank destroyer. The anti-air site's (E) proximity to the train yard (D) makes it a relatively high-traffic area as both teams attempt to control the flags in the center of the map. While the RU team stands the best chance of capturing this control point early, if left undefended it can easily slip into the US team's hands. The dirt road cutting through the center of the facility offers easy access to vehicles approaching from the north or south. Controlling traffic along this dirt road is easiest accomplished by placing mines. Unless it's needed elsewhere, keeping a tank destroyer on guard detail is also a wise decision. The flag is located next to a green, metal communication structure. Infantry hiding inside this structure can capture and contest the flag. Defenders may wish to booby-trap the interior of this structure with C4 or claymores to prevent such sneaky capture attempts.

F: Highway Control



Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
LAV-AD (1)	9K22 Tunguska-M (1)	40 sec.

Highway control (F) is one of three control points located in the southern half of the valley, making it a critical flag for the RU team to hold. The flag is along the west side of the highway, next to a small concrete building. Because of its proximity to the highway, the flag is often rushed by vehicles approaching from the north or southeast. The highway is a major thoroughfare stretching as far north as the US base before veering east in the southern half of the valley. While the highway offers a quick way to travel through the valley, there is very little cover, making vehicles vulnerable to attacks by aircraft. It's often better to approach this control point by utilizing the various dirt roads on the periphery. As with the construction site (B) to the north, whichever team controls this flag gains a mobile anti-aircraft vehicle in the form of an LAV-AD or 9K22 Tunguska-M. With all of the air traffic on this map, these vehicles are very valuable and can help shoot down enemy jets and helicopters. In a pinch, they're powerful weapons can also lay waste to speedy quad bikes. But avoid close contact with enemy tanks and tank destroyers. Consider moving the mobile anti-aircraft vehicle to a remote location away from the flags, where it can focus on shooting down enemy aircraft.

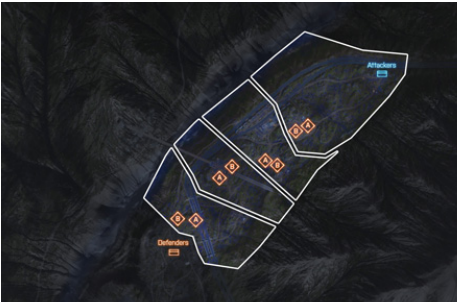
G: Communication Station

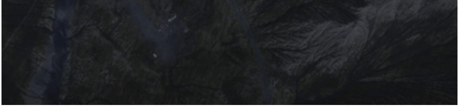
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
M1128 (1)	SPRUT-SD (1)	60 sec.
M142 (1)	BM-23 (1)	50 sec.

The communication station (G) is on the southern end of the valley, not far from the RU base. As a result, the RU team stands the best chance of capturing this control point and holding onto it for the duration of the match. However, the vehicles spawned here act as a strong incentive for both teams to capture this flag. The M142 and BM-23 mobile artillery units spawned here allow for devastating bombardments of the surrounding control points, ideal for suppressing defenders. If the US captures this point, they can even aim their rockets south and pound RU vehicles approaching from the RU Base. The control point also spawns a tank destroyer for both teams, adding even more firepower to the already crowded battlefield. The dirt road cutting through the center of the facility is the quickest way to gain access to the flag. So defenders should consider mining this road to prevent rush vehicle attacks on the flag. Infantry can also capture this flag without raising much suspicion. The portable communications structure right next to the flagpole provides shelter for troops capturing or contesting the flag. The are a number of other structures and hiding spots in this facility. Consider planting a radio beacon in one of the buildings to maintain a presence here, even if the flag falls into enemy hands.

Rush

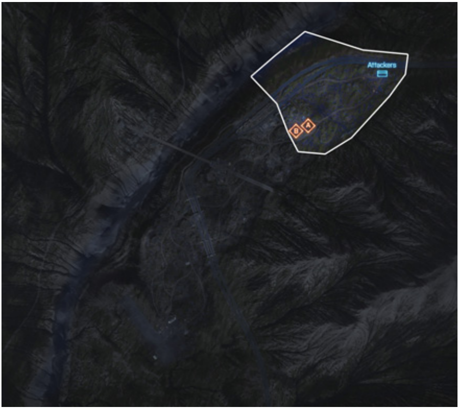




Click here for interactive maps

This is an epic Rush battle spread across five zones, requiring the US attackers to knock out 10 M-COM stations for the win. Fortunately for the US, they have a significant vehicle advantage throughout the battle, deploying a mix of quad bikes and M1128 tank destroyers in addition to the orbiting gunship. The RU team, on the other hand, is stuck with only one SPRUT-SD tank destroyer throughout the entire battle. As a result, the RU team must brush up on engineer tactics if they want to hold back the US attackers. A defending team primarily comprising engineers can help turn the tide, using mines, rocket launchers, and anti-air missiles to counter the threat posed by the US team's vehicles. Since the battle occurs at night, consider equipping IRNV (IR 1x) scopes for your weapons and thermal optics for your tank destroyers. Whether attacking or defending, spotting the enemy through the darkness can give your team a significant advantage.

Zone 1: Logging Camp



US Deployment

Deployment Area Assets

Name	Quad Bike	M1128	Gunship
Quantity	4	2	1
Respawn Time	5 sec.	20 sec.	120 sec.

For the US team, speed is the key to destroying the first pair of objectives, located south of the US deployment area. Fortunately, the US has plenty of options for reaching the target area. Parachuting out of the gunship is the quickest way to reach the M-COM stations before the RU team has a chance to dig in. The quad bikes spawned at the deployment area are also a great way to rush toward the objectives. But don't forget to bring the M1128 tank destroyers forward too. Their powerful guns can come in handy for pounding defenders as well as the RU team's SPRUT-SD. Meanwhile, use the gunship's powerful weapons to suppress defenders camped around the objectives. Once within the logging camp, deploy radio beacons to maintain a presence within the area.

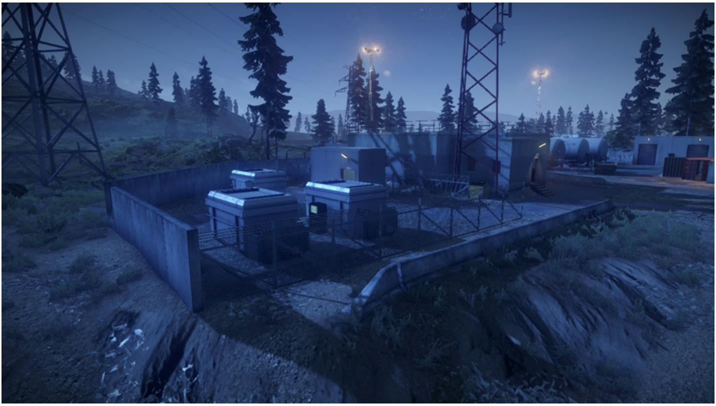
RU Deployment

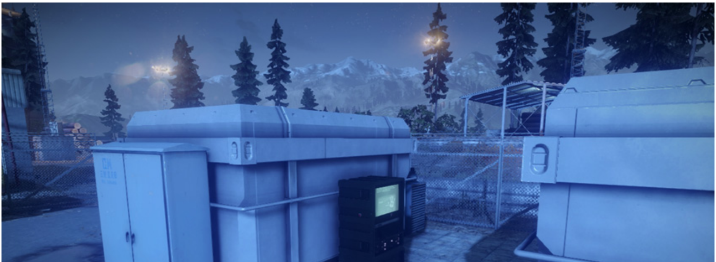
Deployment Area Assets

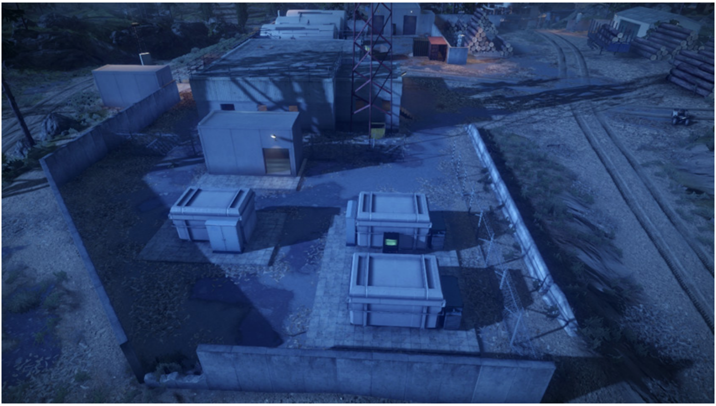
Name	SPRUT-SD
Quantity	1
Respawn Time	40 sec.

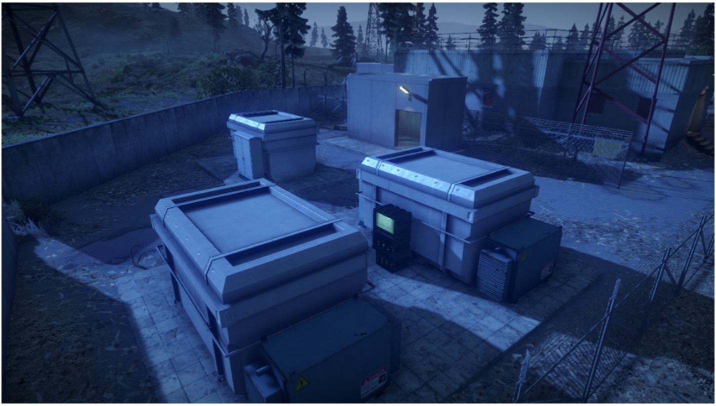
With only a single SPRUT-SD in their possession, the RU team has their work cut out for them in this challenging Rush battle. At the start of the battle expect the US team to rush the objectives with everything they have. As a result, the RU troops must sprint toward the logging camp and engage the steady stream of attackers approaching from the north and from the gunship. With no anti-air assets, the RU team must rely on engineers armed with IGLA anti-air missiles to counter the threat posed by the gunship. A team of two or three engineers equipped with IGLA launchers should have no problem shooting down the gunship. But the bulk of the team needs to focus on the ground forces approaching from the north. Once again, engineers are crucial for knocking out the US tank destroyers as well as keeping the SPRUT-SD repaired.

M-COM Station A



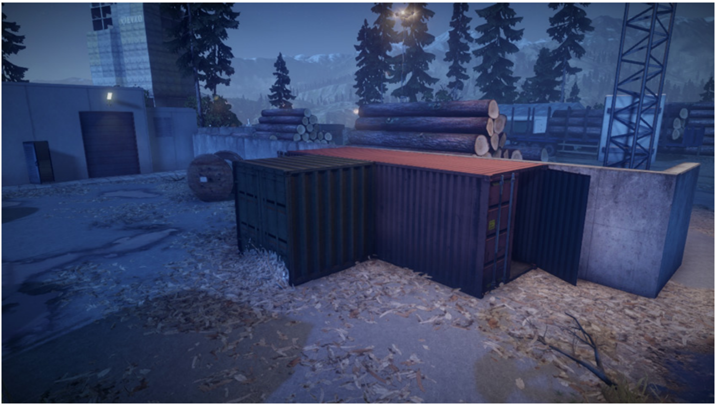






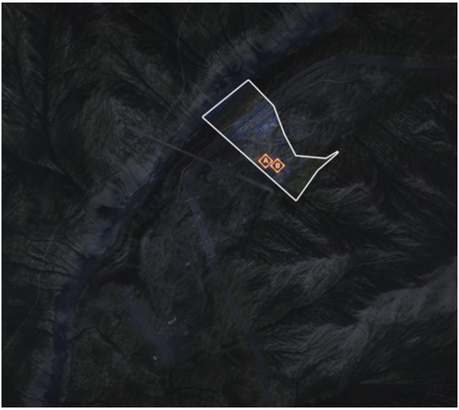
M-COM Station A is on the north end of the logging camp, often making it the first target of the attackers rushing in on quad bikes from the US deployment area. The objective is nestled between two large transformers on the camp's northeast corner. While the terrain outside the camp is wide open, the transformers, perimeter wall, and structures limit visibility in this area. As a result, be prepared for close-quarters encounters when operating around this objective—PDWs and shotguns are great for engaging opponents in this tight space. Attackers should rely on the gunship to spot and engage defenders around the objective prior to setting a charge. The RU team has a tough time reaching this objective at the outset of the battle, so the attackers should try to take it out as quickly as possible.

M-COM Station B

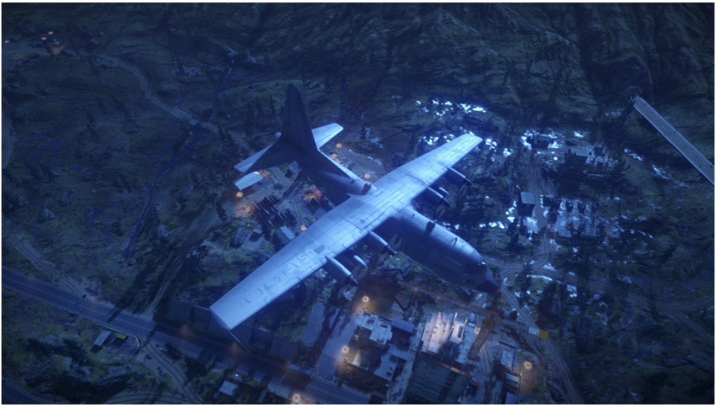


This objective is located deeper within the logging camp, giving the RU defenders a slightly better chance of securing it during the frantic opening moments of the battle. However, defenders should be mindful of the large cylindrical propane tanks on the east side of the objective. If these tanks are intact, avoid hiding near them as they're likely to be destroyed by bombardment from the US gunship. Instead of driving through the center of the logging camp, attackers should attempt to flank this objective from the east, using explosives to breach the camp's perimeter wall. Once again, coordinated close air support provided by the gunship is essential when setting the charge here. If the fight for this objective persists, both teams should deploy radio beacons nearby in an attempt to maintain a steady presence within the logging camp.

Zone 2: Power Station



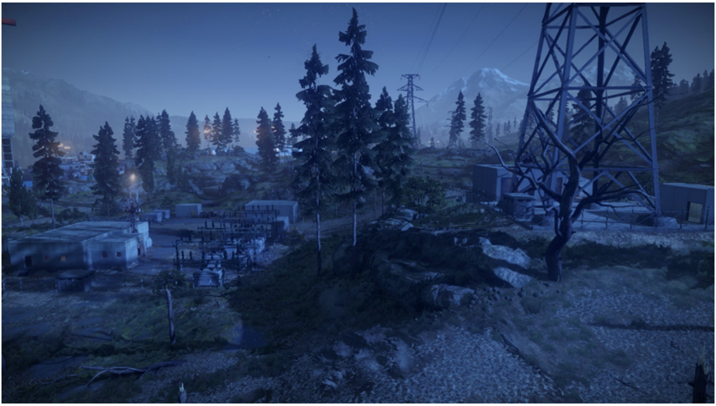
US Deployment



Deployment Area Assets			
Name	**Quad Bike**	**M1128**	**Gunship**
Quantity	2	2	1
Respawn Time	5 sec.	20 sec.	120 sec.

Once the US takes out the first two objectives, the logging camp becomes their new deployment area. For this next phase of the battle the US team maintains the same mix of vehicles, minus a couple of quad bikes. So when spawning here, take a good look around for teammates in need of a ride before peeling out in a quad bike or M1128. This time the RU team has a chance to consolidate forces around the objectives, so a coordinated push is necessary to drive the defenders back. Consider holding back at the deployment area until you have a sizable task force, then push forward simultaneously in an effort to overwhelm the defenders. A coordinated ground attack supported from the air by the gunship is the best way to reach the power station and knock out the next pair of M-COM stations.

RU Deployment

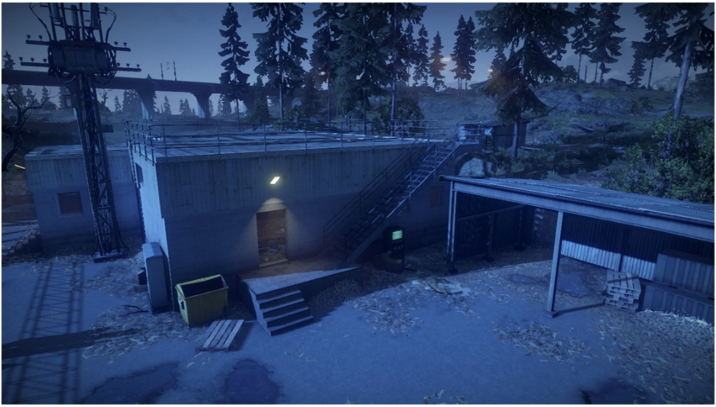


Deployment Area Assets

Name	SPRUT-SD
Quantity	1

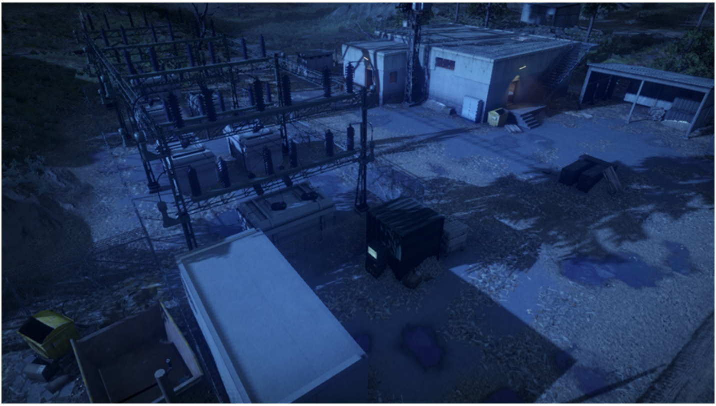
The battle doesn't get much easier for the RU defenders in this phase, benefiting only from a single SPRUT-SD with which to turn back the attackers. But unlike in the first phase, the RU team has a few seconds to consolidate their forces around the power station before the US attackers arrive. Get the SPRUT-SD to the north side of the power station so it can pound attackers rushing in from the logging camp. It's important to keep the SPRUT-SD repaired, so surround it with engineers. Once again, engineers are also vital for engaging the pesky US gunship circling above. Since you lack serious anti-air defense, the shoulder-fired IGLA anti-air missiles are your best bet for countering this threat. But don't get too distracted by the gunship. Expect the bulk of the attackers to approach from the logging camp to the north.

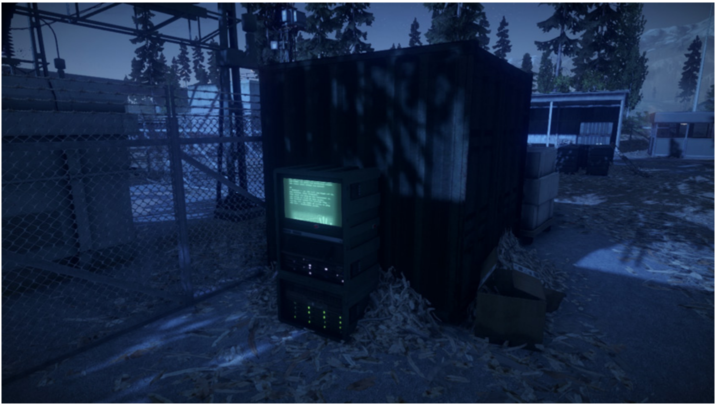
M-COM Station A

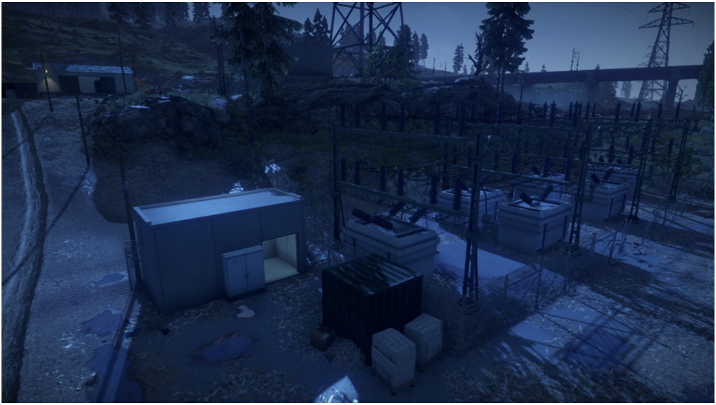


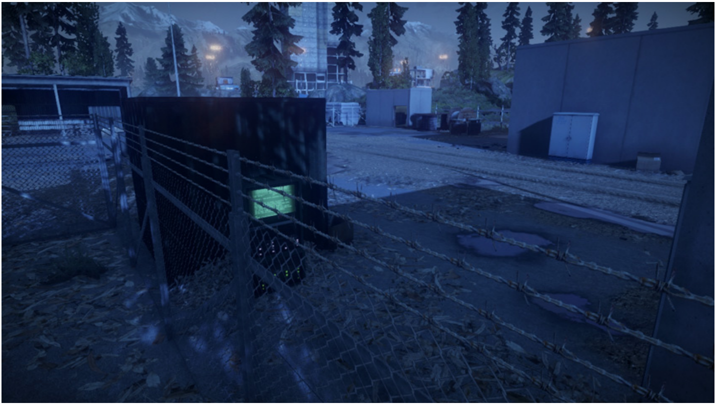
M-COM Station A is positioned outside a concrete building on the west side of the power station. This perimeter location makes it particularly vulnerable to flanking attacks from the west. The perimeter chain-link fence isn't much of an obstacle for knife-wielding attackers seeking to plant a charge on the objective without being noticed. As a result, the RU team should post a squad along this western flank to watch for such sneak attacks. At the very least, consider booby-trapping the short alley between the concrete building and the metal shed—both claymores and C4 work well here. If you're planning on hiding in the nearby concrete building, pay attention to how much damage it takes. The structure will collapse after sustaining significant damage.

M-COM Station B



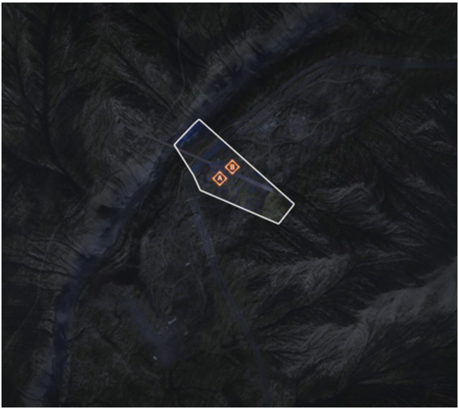




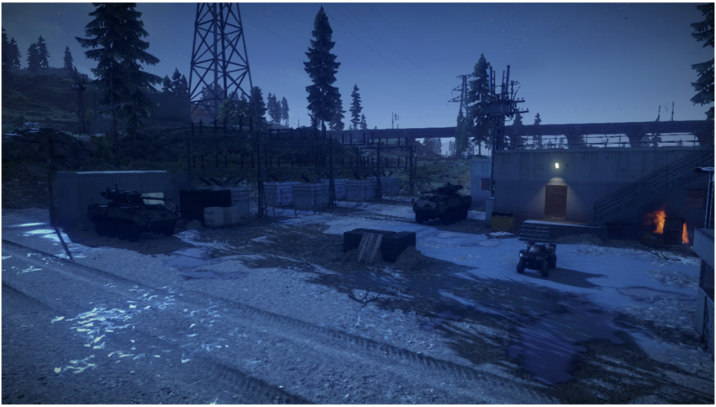


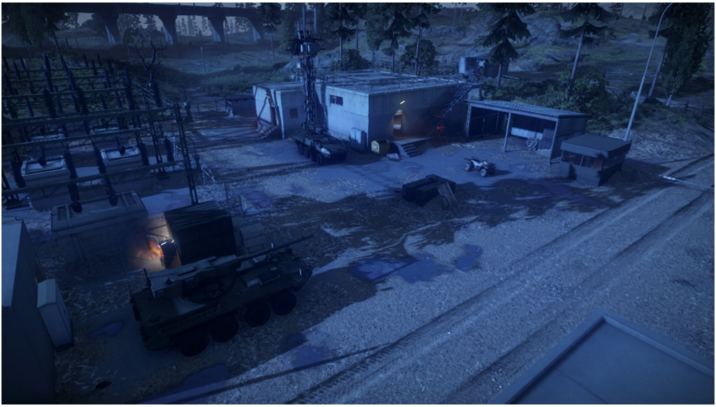
This objective is outside the large bank of transformers on the east side of the power station. The dirt road running east and west through the power station passes right by M-COM Station B, making it vulnerable to attacks by vehicles. Defenders should watch for quad bikes rushing in from the east or west. Booby-trapping this road with mines is a surefire way to safeguard this objective from speedy vehicle attacks. There aren't too many objects or structures obscuring the view of this objective, making it relatively easy for defenders to watch from long range. As a result, attackers should consider bombarding the area using the gunship's powerful weapons before attempting to set a charge. Popping smoke on the objective is also a good idea whether arming or disarming a charge.

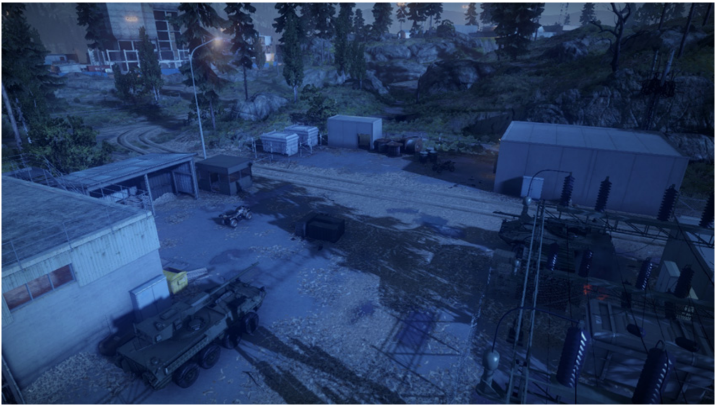
Zone 3: Train Yard



US Deployment



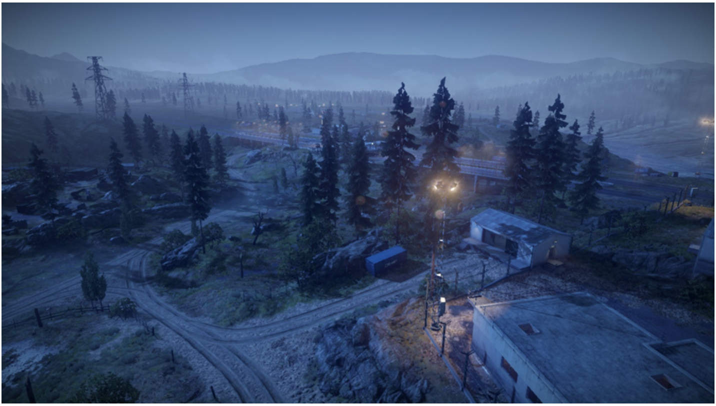




Deployment Area Assets			
Name	**Quad Bike**	**M1128**	**Gunship**
Quantity	2	2	1
Respawn Time	5 sec.	20 sec.	120 sec.

As the RU team falls back to defend the train yard, the US team gains control of the power station. In this phase of the battle the US maintains the same type and number of vehicles as they did in the previous zone. Before rushing toward the train yard, assume the RU defenders have had ample time to secure the area. Instead of racing directly toward the objectives, use the quad bikes and M1128s to transport teammates toward the train yard and establish a presence on the perimeter. The dirt roads and rail bridge leading into the train yard are most likely guarded and mined. So instead, consider moving in on foot, preferably flanking from the east. Meanwhile, work to keep the gunship orbiting above the battlefield. In addition to providing close air support, the gunship is ideal for spotting opponents, giving friendly troops on the ground fair warning of enemy presence.

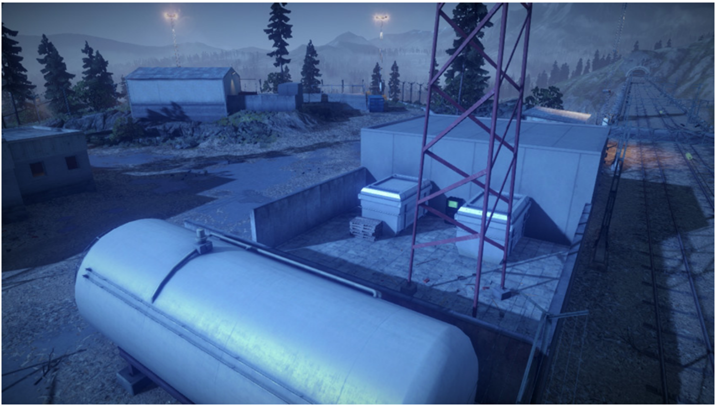
RU Deployment



Deployment Area Assets	
Name	**SPRUT-SD**
Quantity	1
Respawn Time	40 sec.

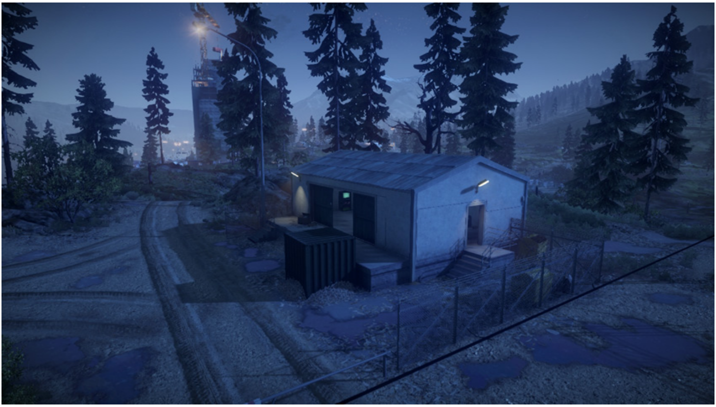
Although the RU team doesn't gain any extra support in the form of vehicles, the train yard is a relatively solid defensible area, giving the RU team a chance of stopping the US advance. The train yard sits on a slight hill southwest of the power station. Be ready to engage US traffic along the dirt roads leading up the hill. These roads are choke points and should be mined to prevent vehicle rush attacks. While traffic along the rail bridge is possible, it isn't likely. Move the SPRUT-SD to the north side of the train yard so it can engage approaching vehicles and infantry pouring out of the power station. As usual, support the SPRUT-SD with plenty of engineers so they can provide repairs as needed. Also, don't neglect the gunship orbiting above. If the US ground forces are stopped, watch out for enemy troops parachuting in from above. Spot and hunt down every parachuting soldier before they can establish a presence within the train yard.

M-COM Station A



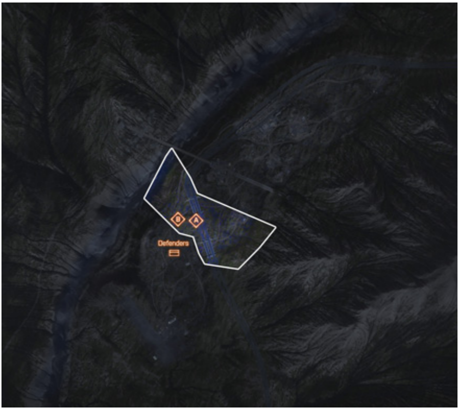
M-COM Station A is tucked between two transformers near the center of the train yard. The surrounding walls and structures help insulate the objective from the chaos erupting on the periphery. Defenders have an easy time ambushing attackers here, hitting them at close range with shotguns and PDWs. The lack of long-range sight lines on the objective makes it difficult for defenders to watch from close range. So when defending, always keep a squad close to this objective. Instead of channeling through the only entry point on the south side, attackers should breach the perimeter wall in an effort to take defenders by surprise. The building directly behind the objective is also accessible. Consider taking out the wall directly behind the objective and attacking from the west.

M-COM Station B

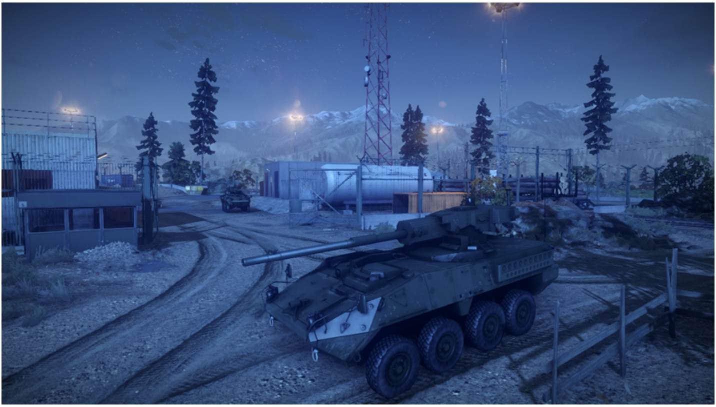


This objective is within a small concrete building on the north edge of the train yard. Early during this phase, the RU defenders should rush troops to this position to prepare for rush attacks by the US. Given its proximity to the power station, this M-COM station is most likely to be targeted first. The nearby dirt road allows quick vehicle access, something defenders should always be prepared for. Parking the SPRUT-SD on this dirt road is one way to deter vehicle access. But defending engineers can bolster defenses by mining this road as well. If it can't be destroyed early, attackers should approach this objective cautiously, preferably on foot. The building's exterior walls can all be breached by explosives, so consider alternative entry points before approaching the M-COM station.

Zone 4: Highway Control



US Deployment

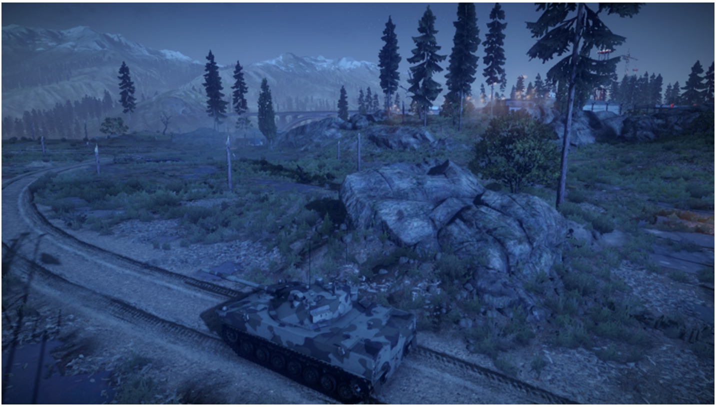


Deployment Area Assets

Name	Quad Bike	M1128	Gunship
Quantity	2	2	1
Respawn Time	5 sec.	20 sec.	120 sec.

In preparation for the next phase of the attack, the US team deploys from the train yard. Once again, vehicle selection is rather limited, so be mindful of teammates looking for a ride before leaving this area on a quad bike or in an M1128—moving through the valley on foot is not recommended. While a frontal assault may be effective if conducted with the assistance of teammates in other vehicles and the gunship, it's best to look for flanking opportunities when approaching the highway control area. Consider hooking around from the west, where the defenders are less likely to expect an assault. Such sneak attacks are a great way to gain access into the facility and take out M-COM Station B in the process.

RU Deployment

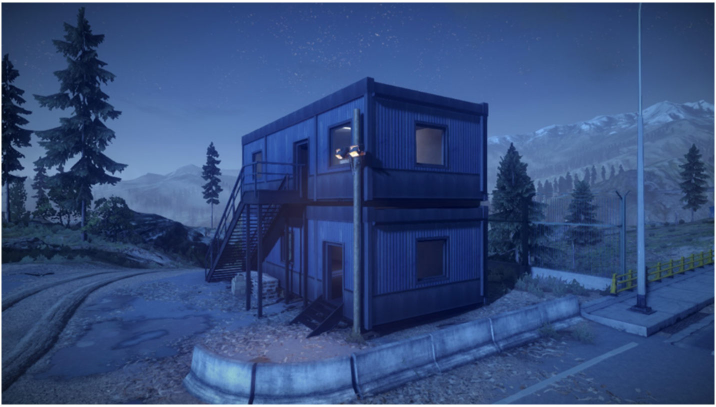


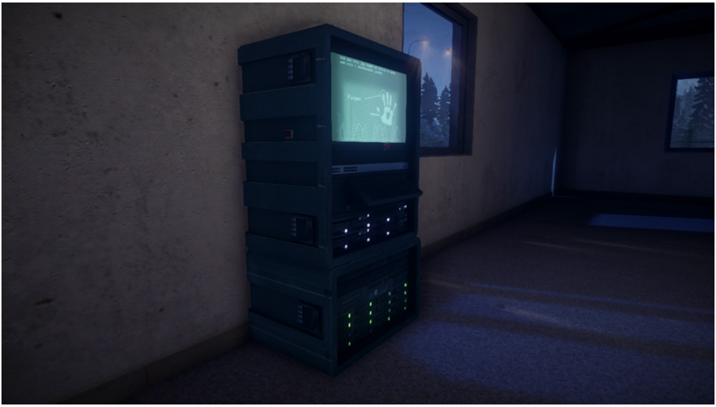
Deployment Area Assets

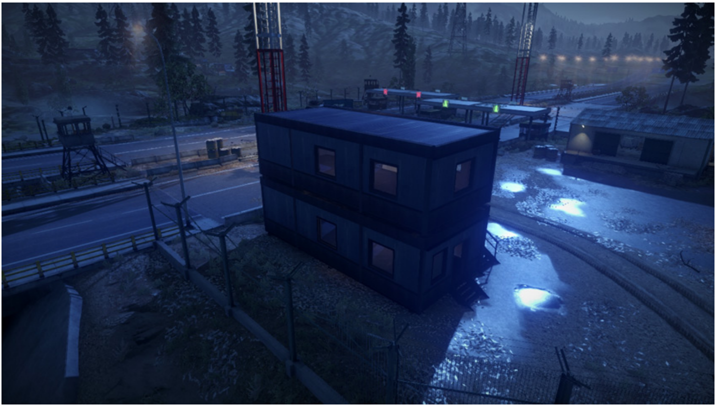
Name	SPRUT-SD
Quantity	1
Respawn Time	40 sec.

During this phase of the battle the RU team deploys just outside the highway control area, giving them only a few precious seconds to establish a perimeter around the next objectives before the US team arrives. Both teams have access to the same vehicles this time, so expect similar tactics from the US team. While frontal attacks by the M1128 tank destroyers and parachute drops from the gunship are common, pay close attention to flanking attacks staged by US troops on quad bikes. Post squads on the eastern and western flanks to watch for sneak attacks on the objectives. The SPRUT-SD spawns far to the south, so don't forget to bring it forward—you'll need the firepower to deal with the US team's M1128 tank destroyers.

M-COM Station A

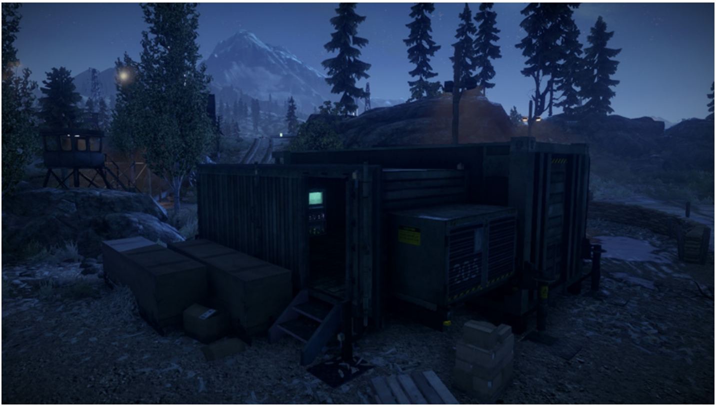






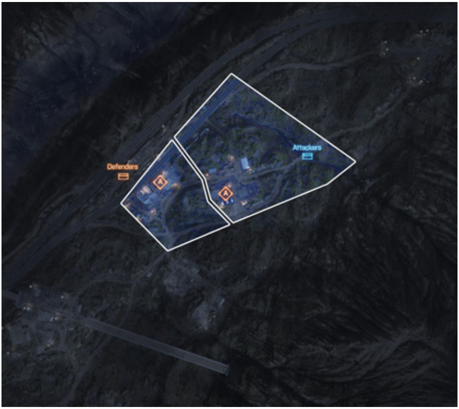
M-COM Station A is in a small prefabricated structure on the north edge of the highway control area. Defenders may wish to blow out the flimsy exterior walls of this small structure to provide better visibility of the objective. This makes it difficult for attackers to approach the M-COM station without being spotted. If the walls are destroyed, attackers must rely on smoke or the protection of tank destroyers to provide cover and concealment while planting a charge on the objective. Given its close proximity to the highway, defenders should watch for US vehicles rushing in from the north. Consider mining the highway and parking the SPRUT-SD nearby to provide fire support. Attackers are better off sneaking in from the west on foot.

M-COM Station B



Unlike M-COM Station A, this objective is housed within a sturdy mobile communications structure positioned on the west side of the highway control area. Only two doorways lead into this small structure, and the walls cannot be destroyed. Therefore, each doorway is a critical choke point and should be approached with extreme caution. Attackers should always assume the interior is booby-trapped with claymores or C4. So before entering, always toss a grenade through the doorway to detonate any booby traps. Grenades are also a great way to flush out defenders hiding inside. Instead of hiding inside, defenders should form a perimeter around the structure, keeping eyes on the two entry points at all times.

Squad Rush



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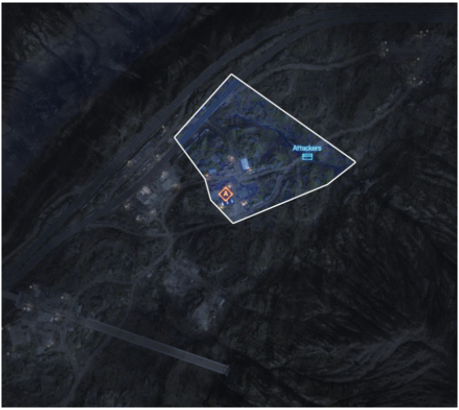
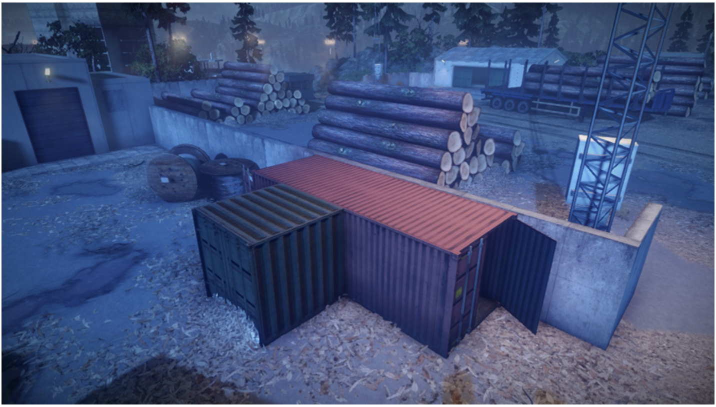
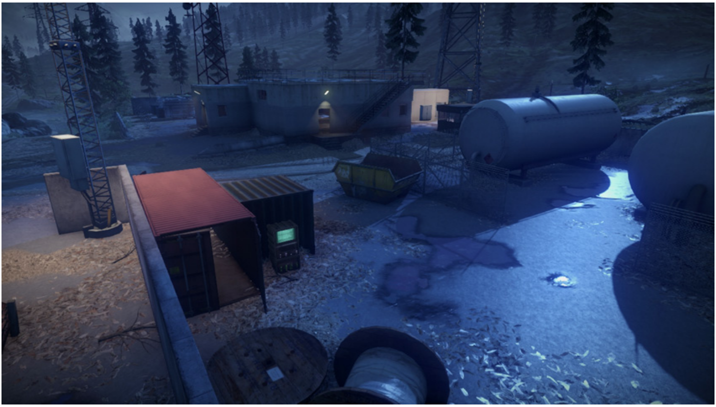
Advancing under the cover of darkness gives the attackers a slight advantage during this Squad Rush battle. Still, the attackers must approach the objectives at the logging camp and construction site with extreme caution. There are plenty of hiding spots at both locations, giving the defenders the upper hand. Both team should rely on recon troops to gather intelligence, either with T-UGS motion sensors or MAVs. IRNV (IR 1x) scopes are also effective, helping you spot the heat signatures of your opponents. Placing a radio beacon near each objective is also a good idea, whether attacking or defending. Maintaining a spawn point close to the objective is the best way to exert control over each location.

Zone 1

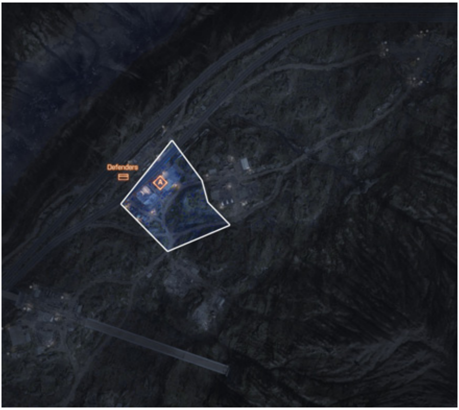


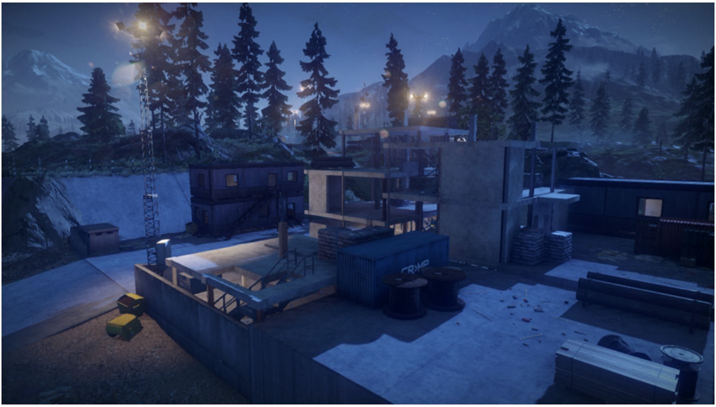




The first M-COM station is located at the logging camp, nestled against a large green crate and red shipping container. The logging camp is a large facility for one squad to effectively lock down, so the defenders should stay focused on the objective. The concrete building south of the objective is a good hiding spot for defenders. From the doorway it's possible to see the M-COM station and anyone who approaches it. Attackers should always expect defenders to be hiding nearby, particularly in the shipping container. Launching a MAV ahead of the attack is a good way to locate the defenders and neutralize them before approaching the M-COM station. But even a MAV won't spot defenders hiding within the surrounding buildings, so always approach this area with caution.

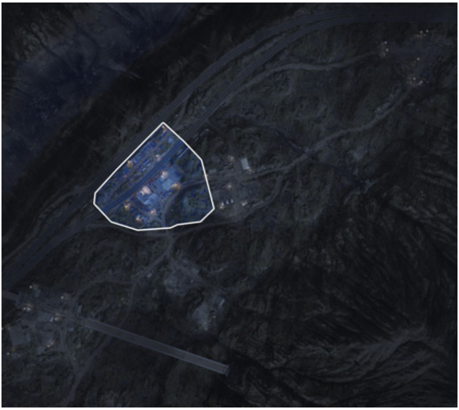
Zone 2





The second and final M-COM station is located at the construction site on the ground floor of a partially completed building. There are numerous hiding spots for defenders here, making it a very difficult objective to attack. Defenders seeking high ground can climb to the top of the structure to the east in an attempt to spot attackers approaching the area. The trailer to the north is also a popular cover point, allowing troops from either team to keep their eyes on the M-COM station. If the defenders cannot be spotted with a MAV, the attackers should rely on smoke to cover their advance—deploy smoke with a mortar or grenade launcher. Consider flanking from the west and breaching the concrete wall with explosives to sneak up on the objective.

Team Deathmatch



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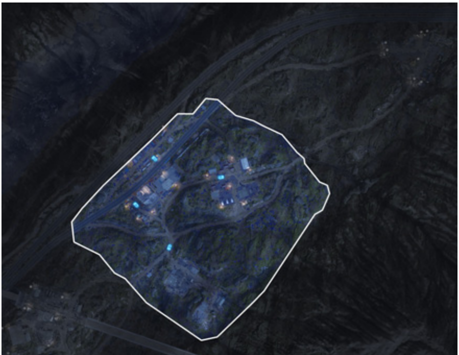
This intense infantry battle is focused entirely around the construction site. Teams often gravitate toward the structures in the middle of the map, attempting to take the high ground. But the elevated floors and rooftops of the partially constructed buildings are exposed, making a sedentary strategy risky unless supported by the whole team. Don't bother camping on one of the elevated floors unless you have a teammate (or claymore) at the top of the stairs. Most fighting at the construction site takes place at close range, making shotguns and PDWs most effective. Instead of defending one point at the contentious center of the map, consider patrolling the perimeter while engaging opponents in the middle. From the perimeter it's possible to engage opponents holed up in the buildings at the construction site without drawing too much attention to yourself. But don't bother bringing along a sniper rifle—assault rifles are more than adequate at this range, plus you'll want the versatility of an automatic weapon on this chaotic map.

Squad Deathmatch



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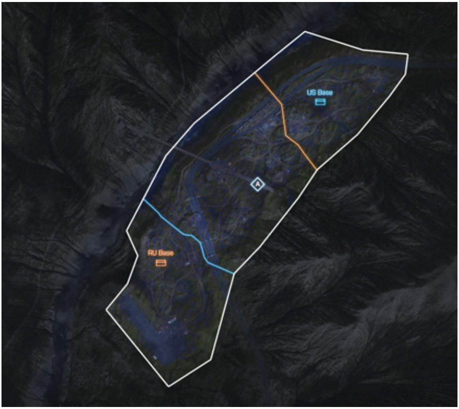
In this game mode the map is restricted to the north side of the valley, with fighting focused around the logging camp, construction site, and power station. Two of the four possible IFV spawn points are located near the construction site, so make an effort to control the west side of the map in an effort to secure an IFV. Once your team has gained access to a BMP-2M, stay clear of the three main facilities, as they offer plenty of hiding spots for opponents armed with rocket launchers and other IFV-killing weapons. Instead consider driving to the east side of the map and engaging opponents at long range with the BMP-2M's weapons. While driving the BMP-2M, the thermal optics upgrade can come in handy for spotting opponents rushing through the darkness, so consider making this adjustment before spawning into the match. If you don't have access to the IFV, consider staying on the east side of the map where traffic is much lighter. By patrolling the area between the power station and logging camp you can still rack up plenty of kills without exposing yourself to the chaos near the construction site.

Tank Superiority



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Superiority Flag

In this epic tank battle the flag is in the center of the valley beneath the railway bridge. The US team deploys from the logging camp on the north side of the map while the RU team deploys from the communication station to the south. Each team has access to the same number of tanks and tank destroyers, making it a fair race to the flag. The faster tank destroyers should lead the way while the tanks bring up the rear. But not all vehicles should rush toward the flag. The flag sits in a bowl-like depression surrounded by higher terrain to the east and west. Once the flag is captured, consider backing off and defending the valley from the eastern and western flanks. Avoid driving onto the railway bridge as it offers little room to maneuver and makes your vehicle easy to spot and target. Since this battle occurs at night, consider equipping thermal optics to help you spot enemy vehicles and infantry moving through the valley. Amid the chaos of the battle, engineers can make themselves useful by targeting enemy vehicles with Javelins. Recon troops can also lend a hand by planting SOFLAMs around the valley's perimeter, ideal for laser-designating targets for laser-guided munitions.